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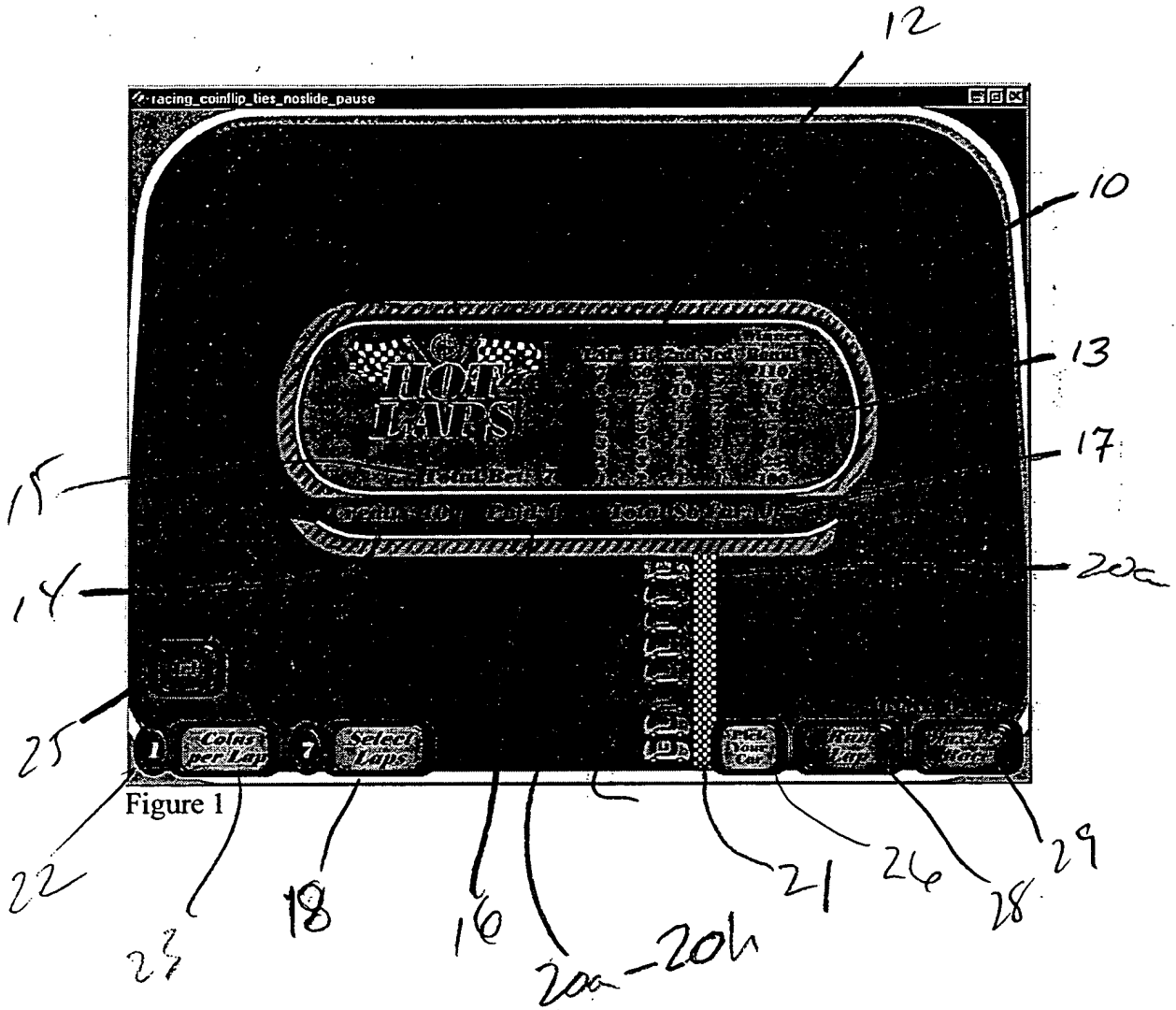
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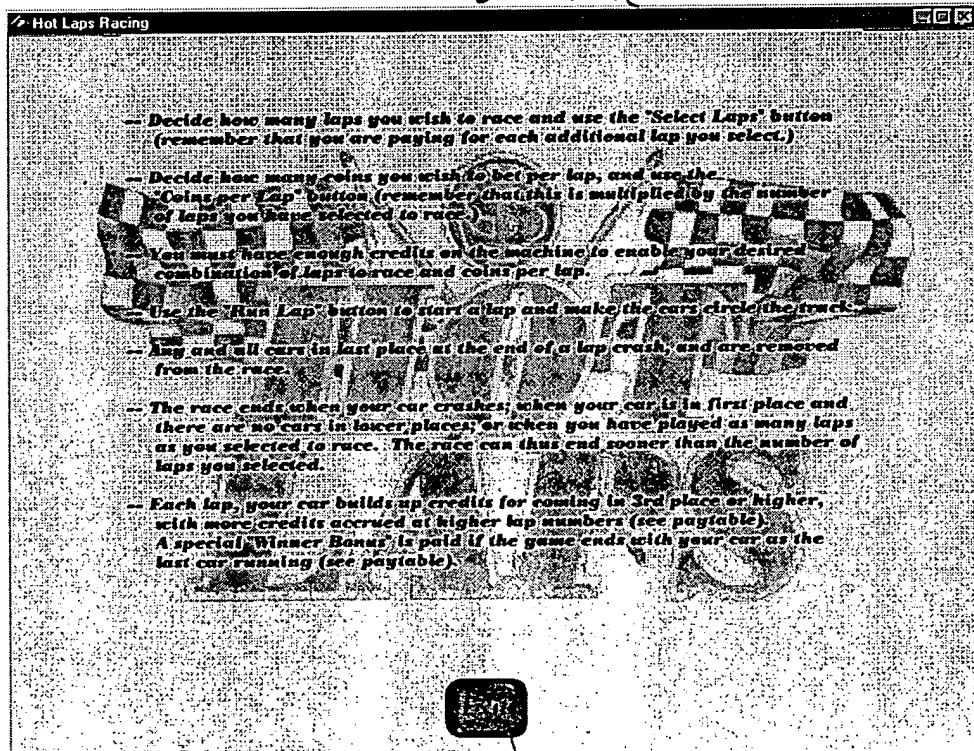
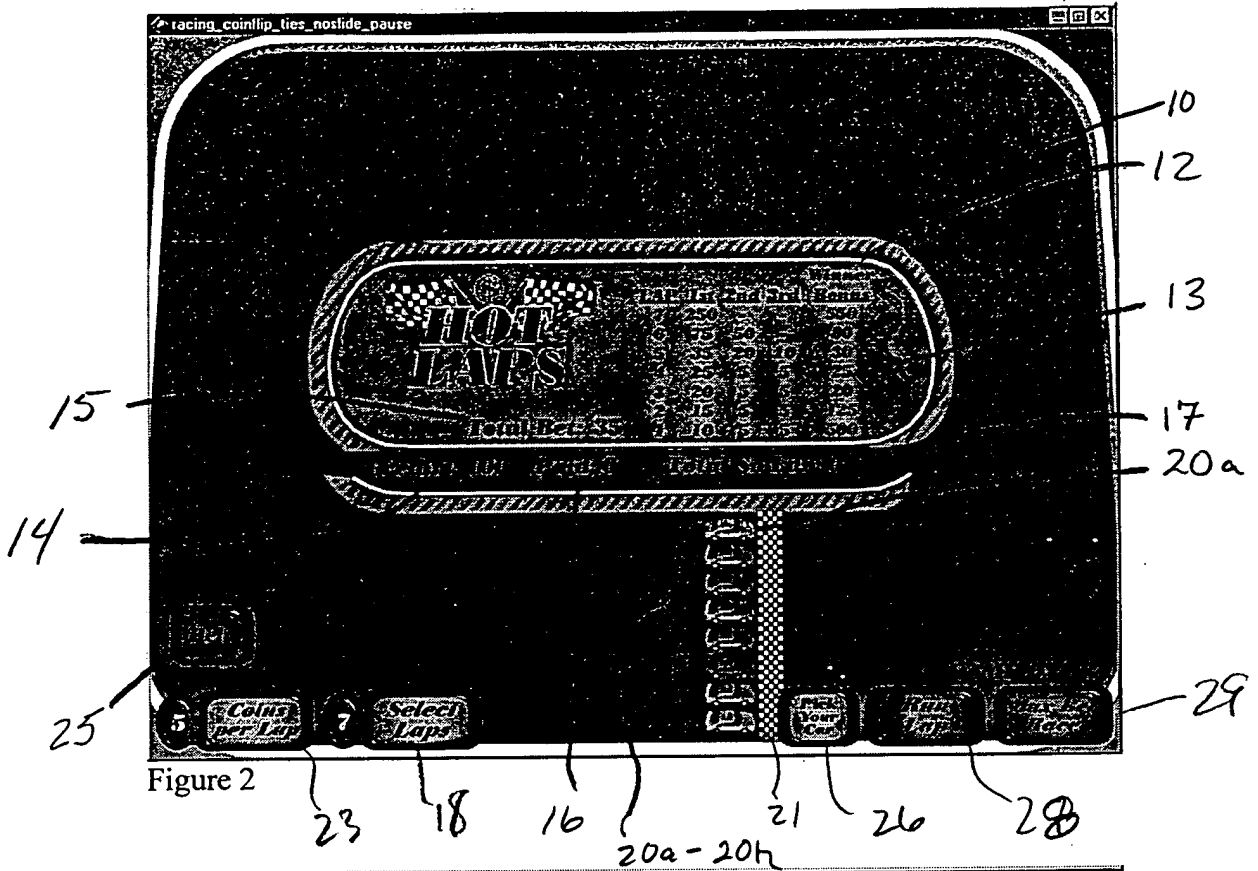
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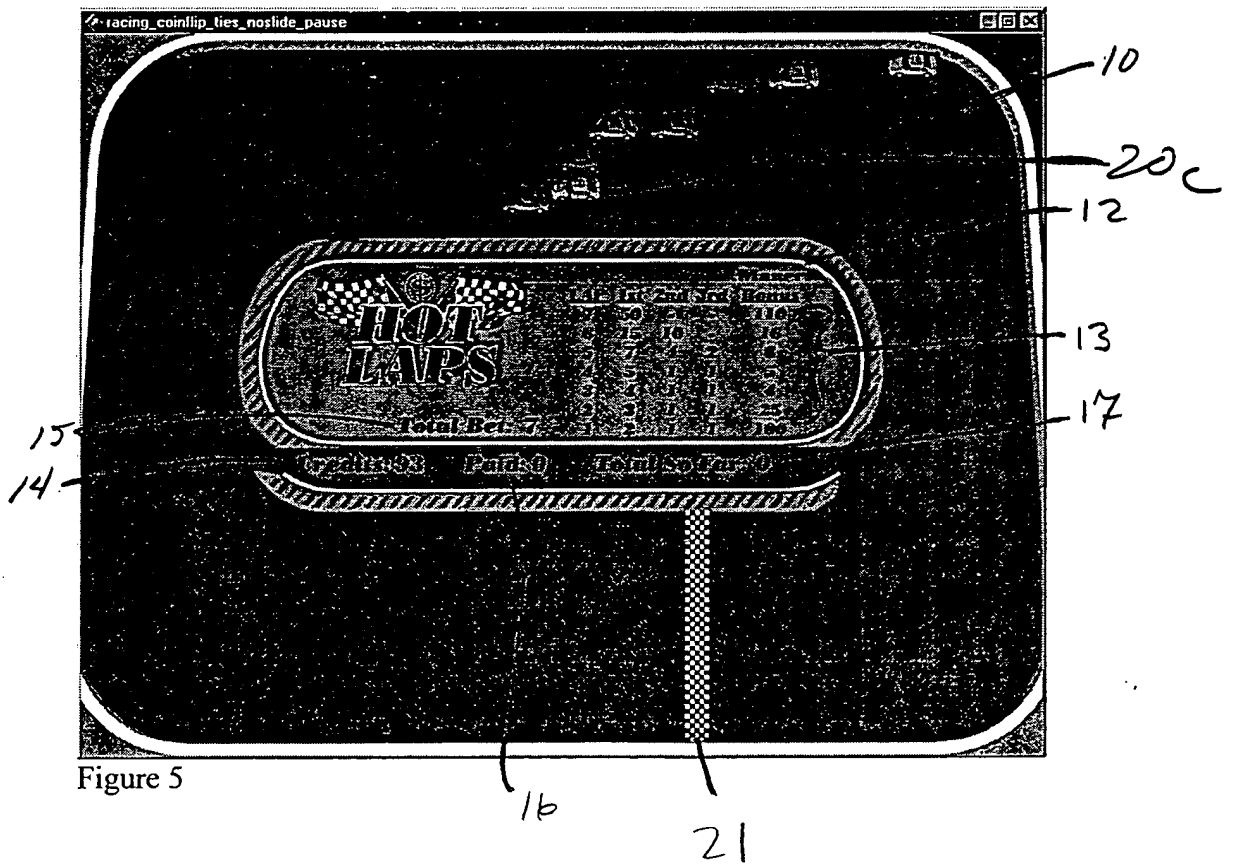
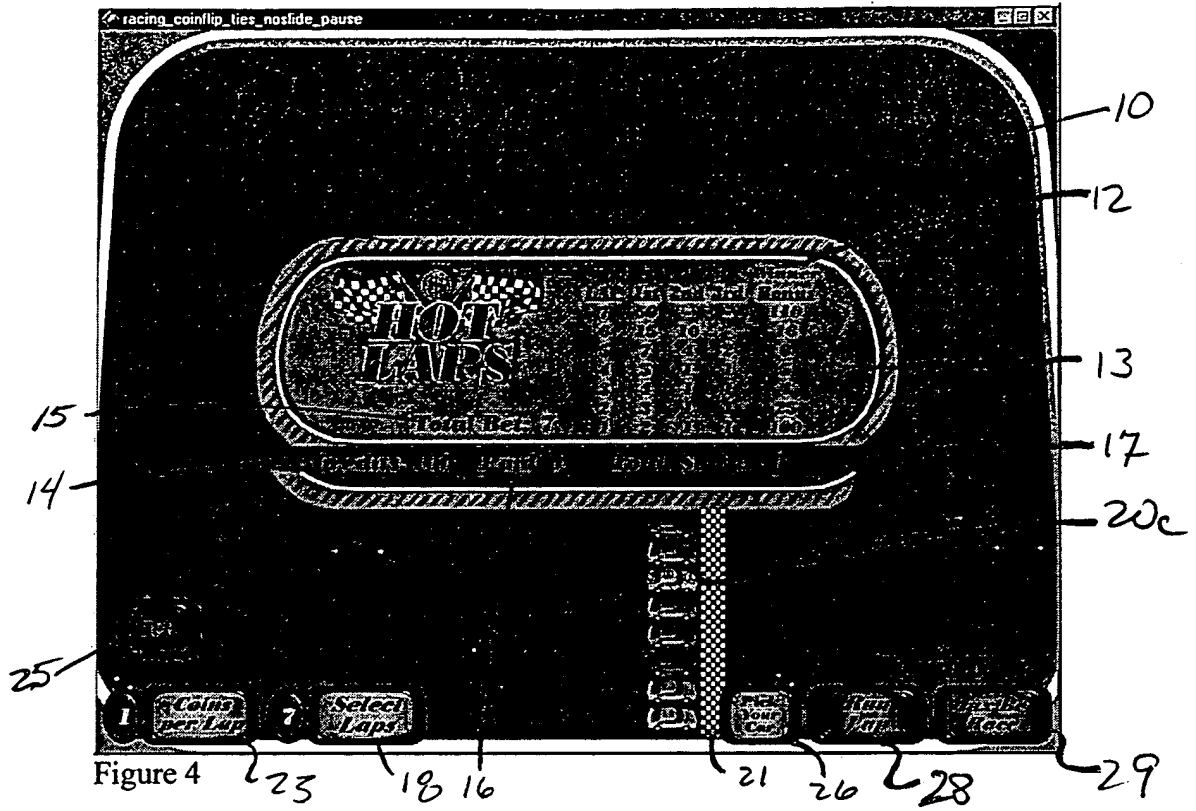
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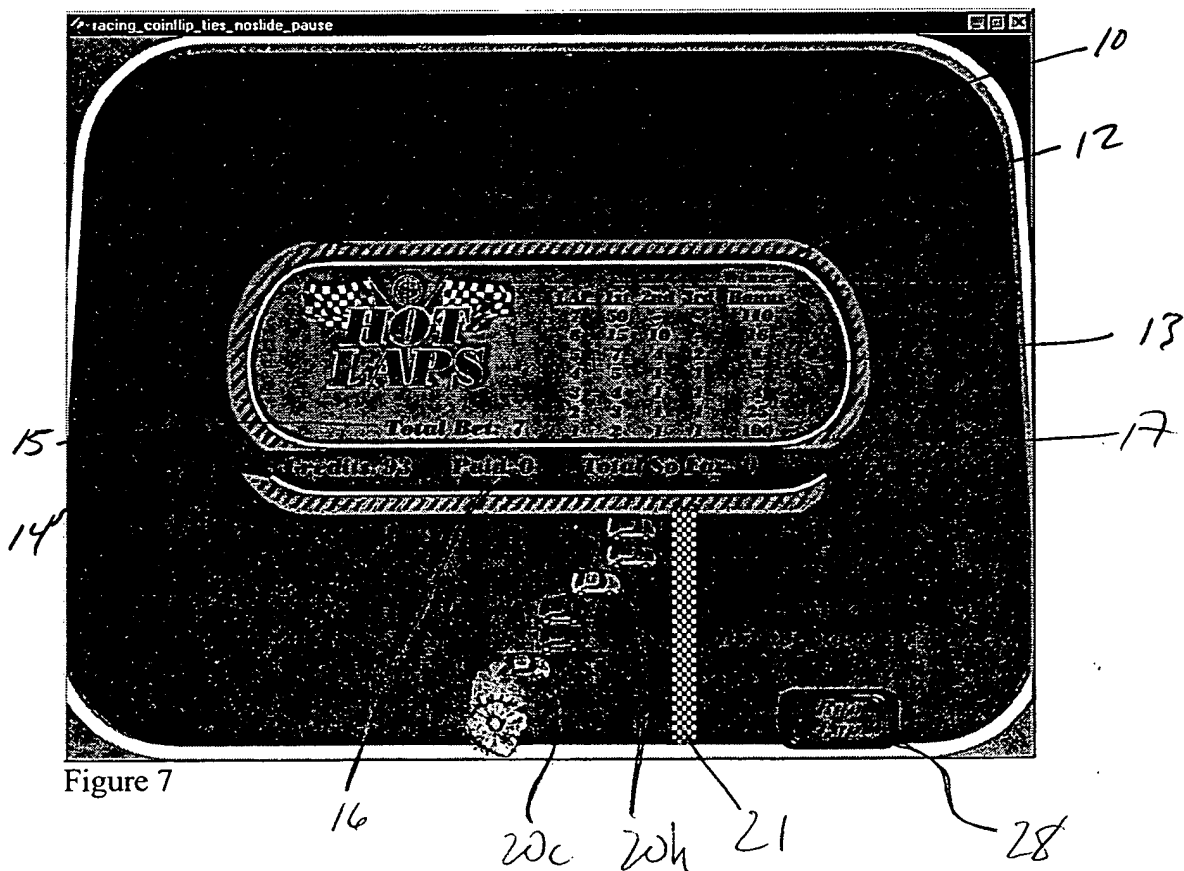
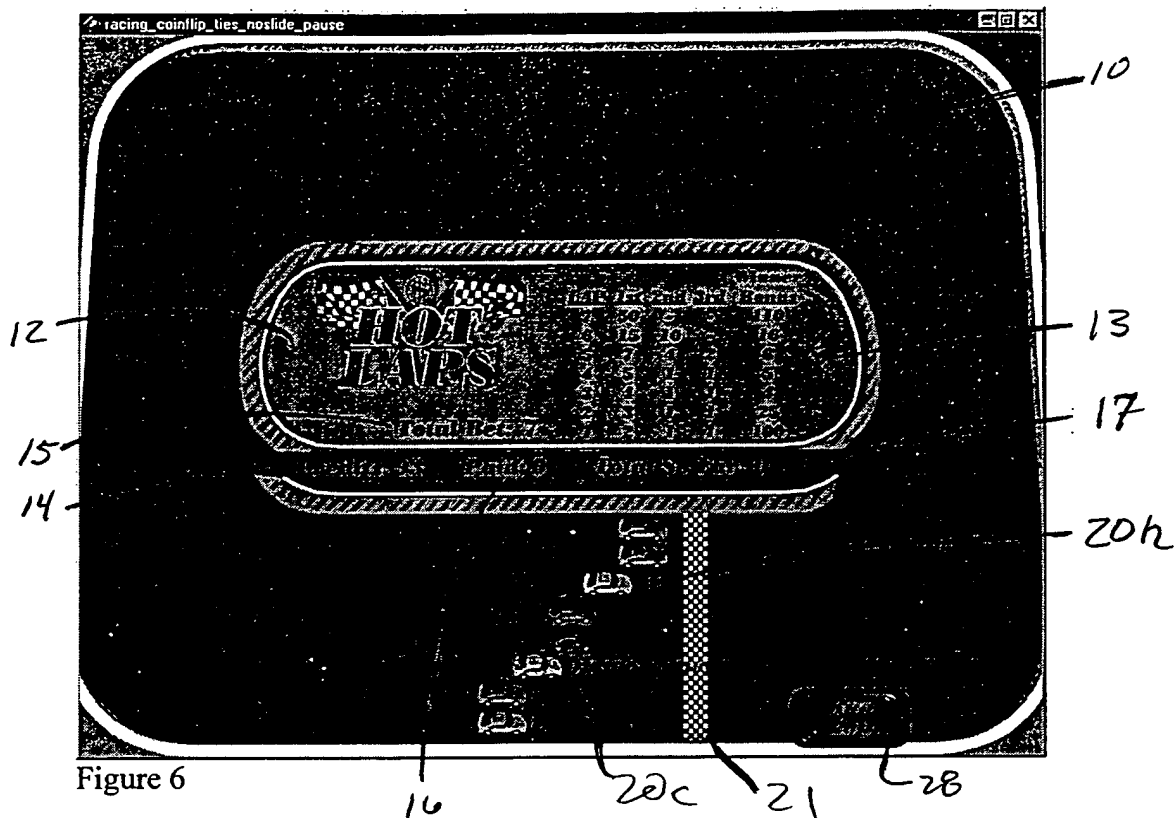
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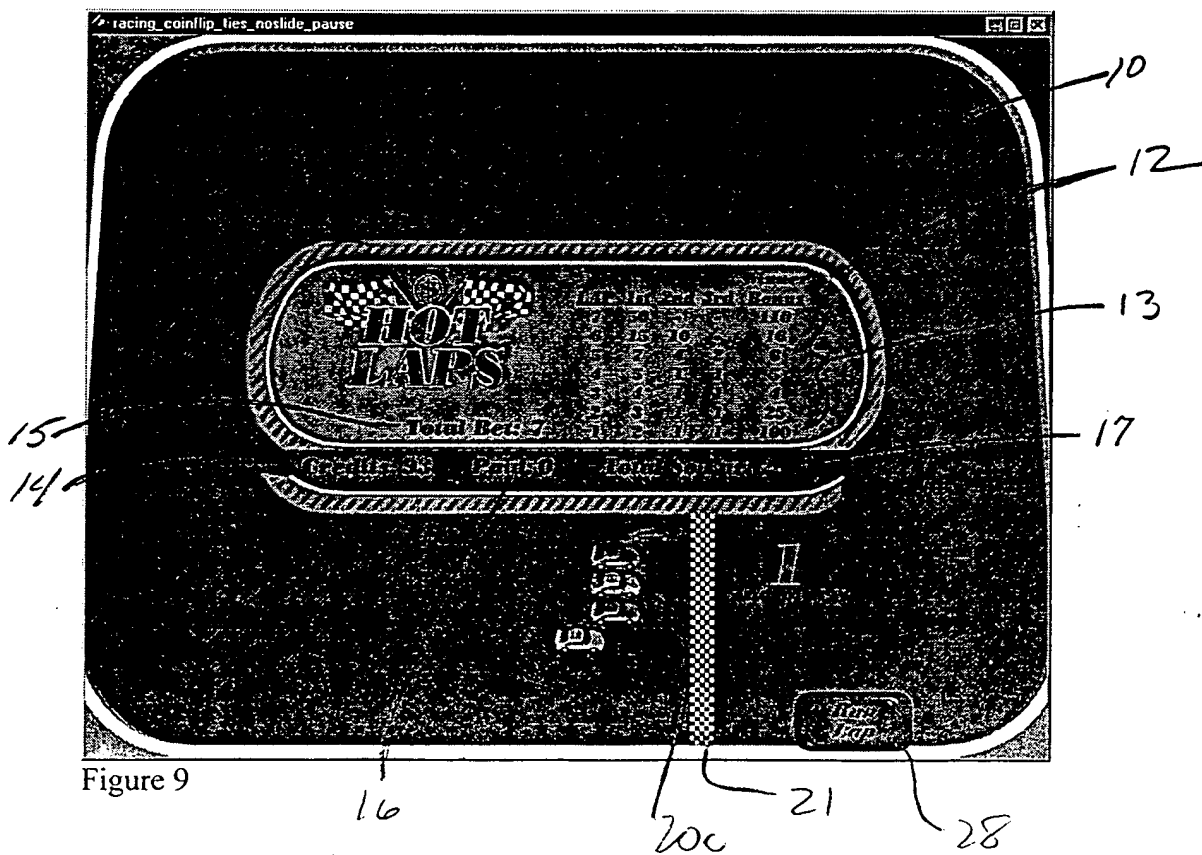
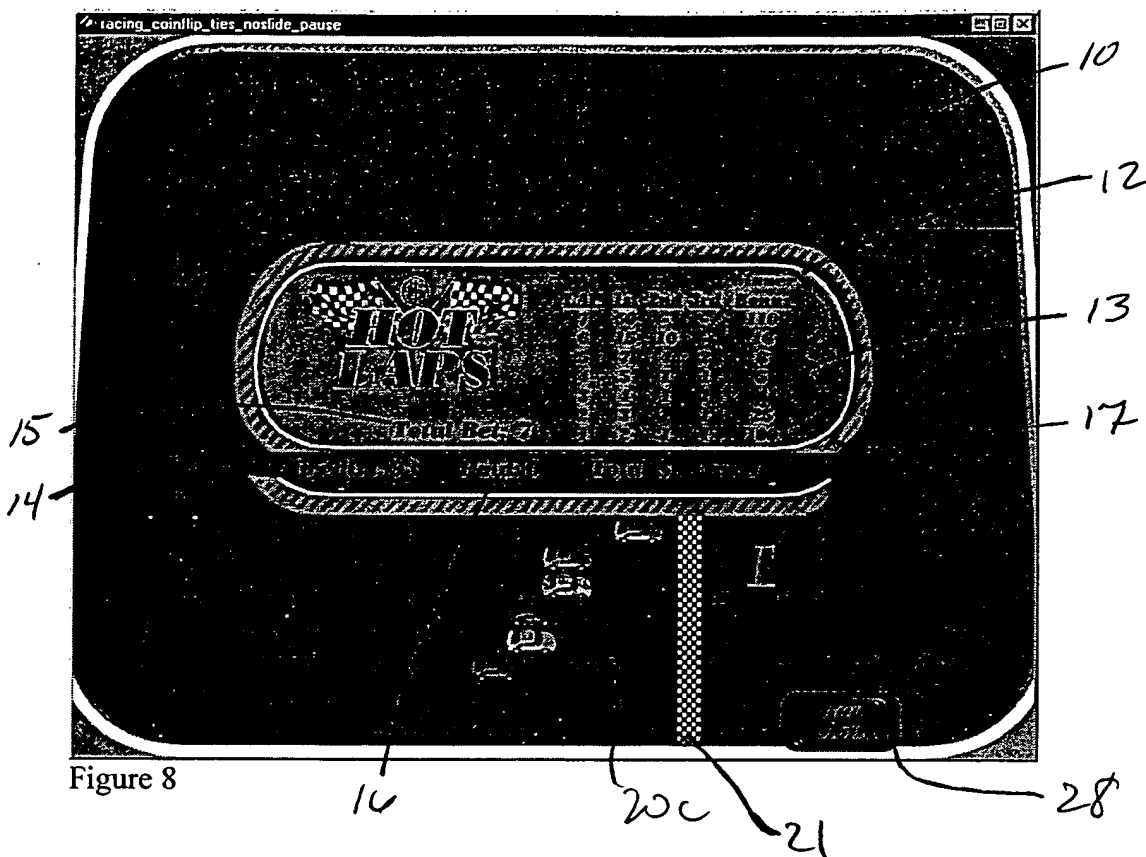
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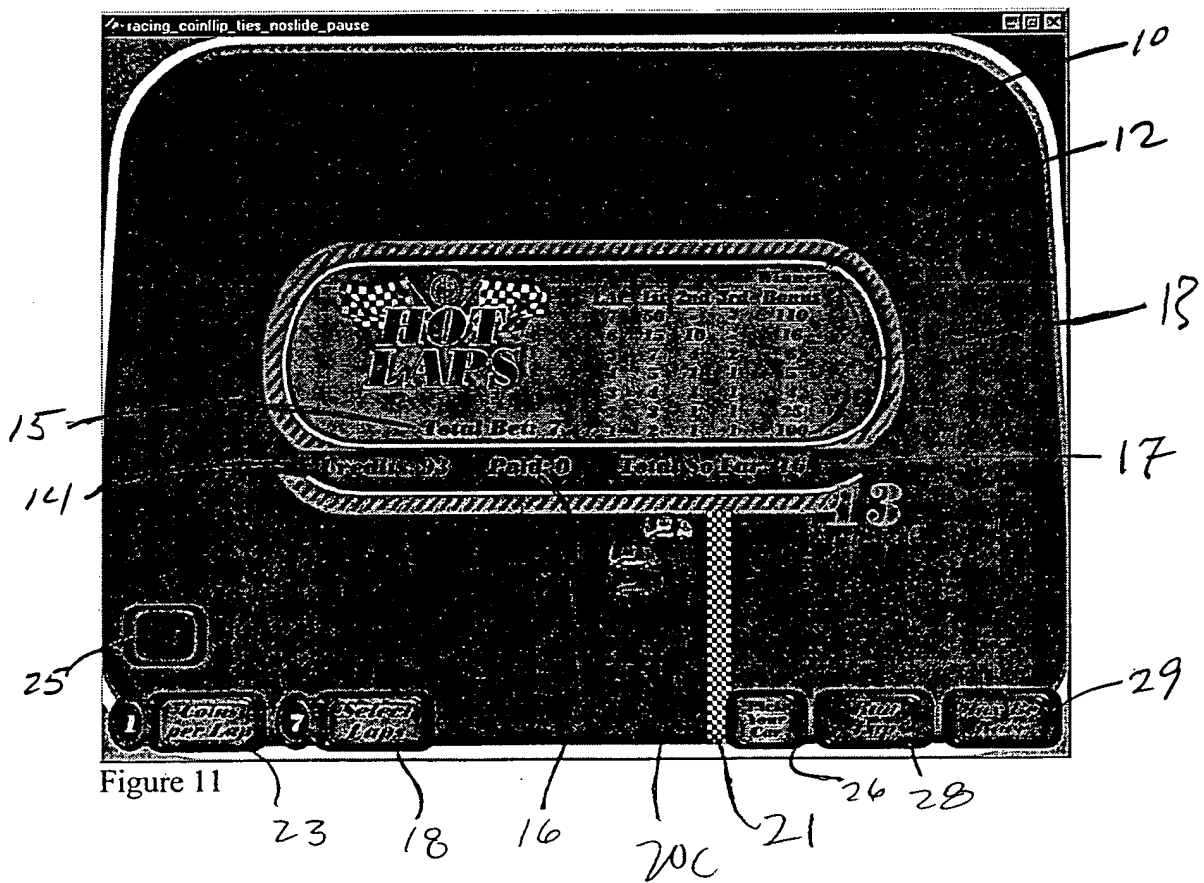
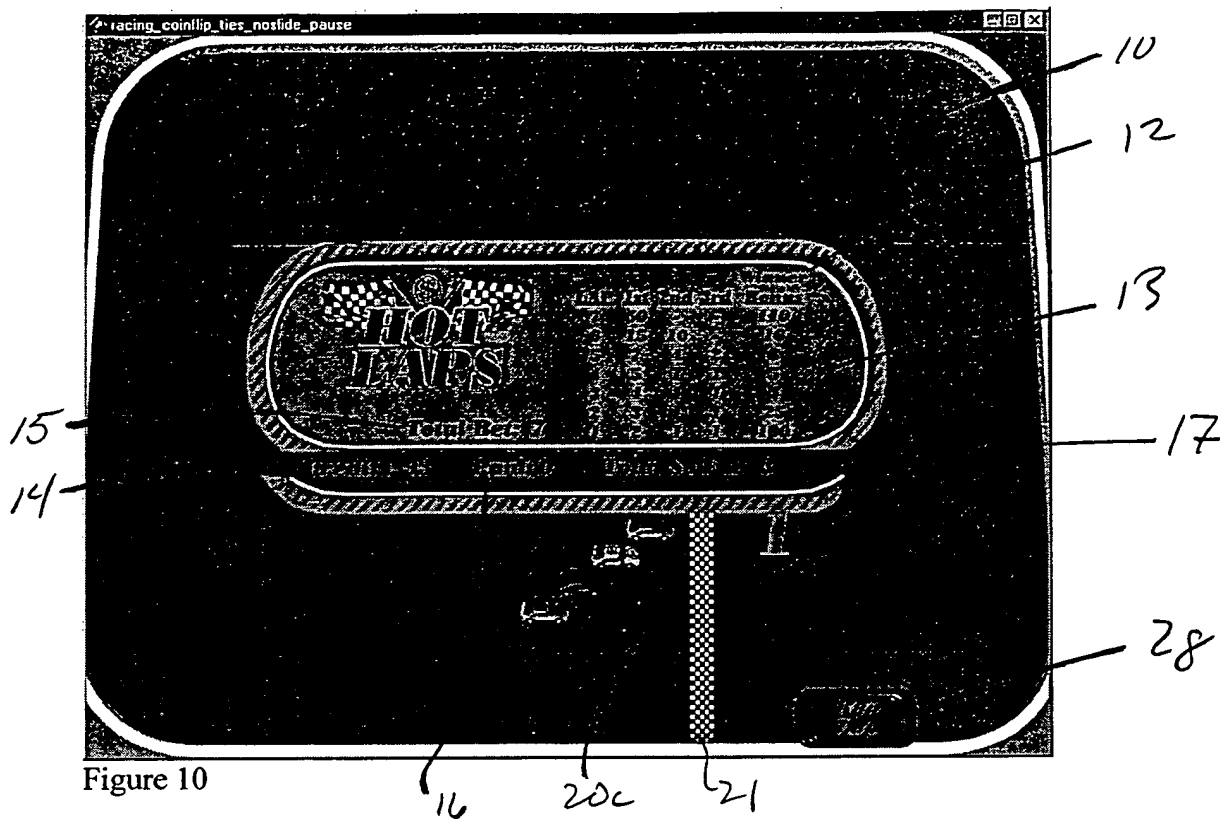


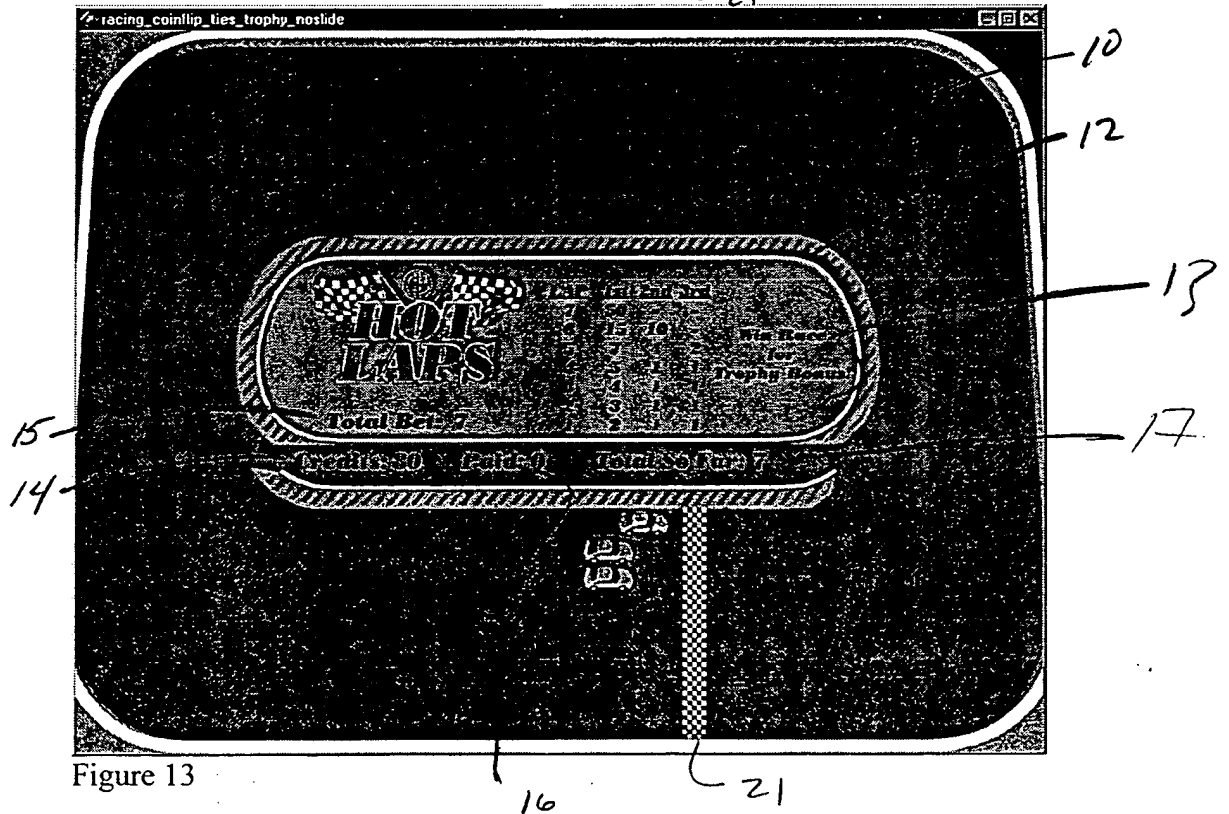
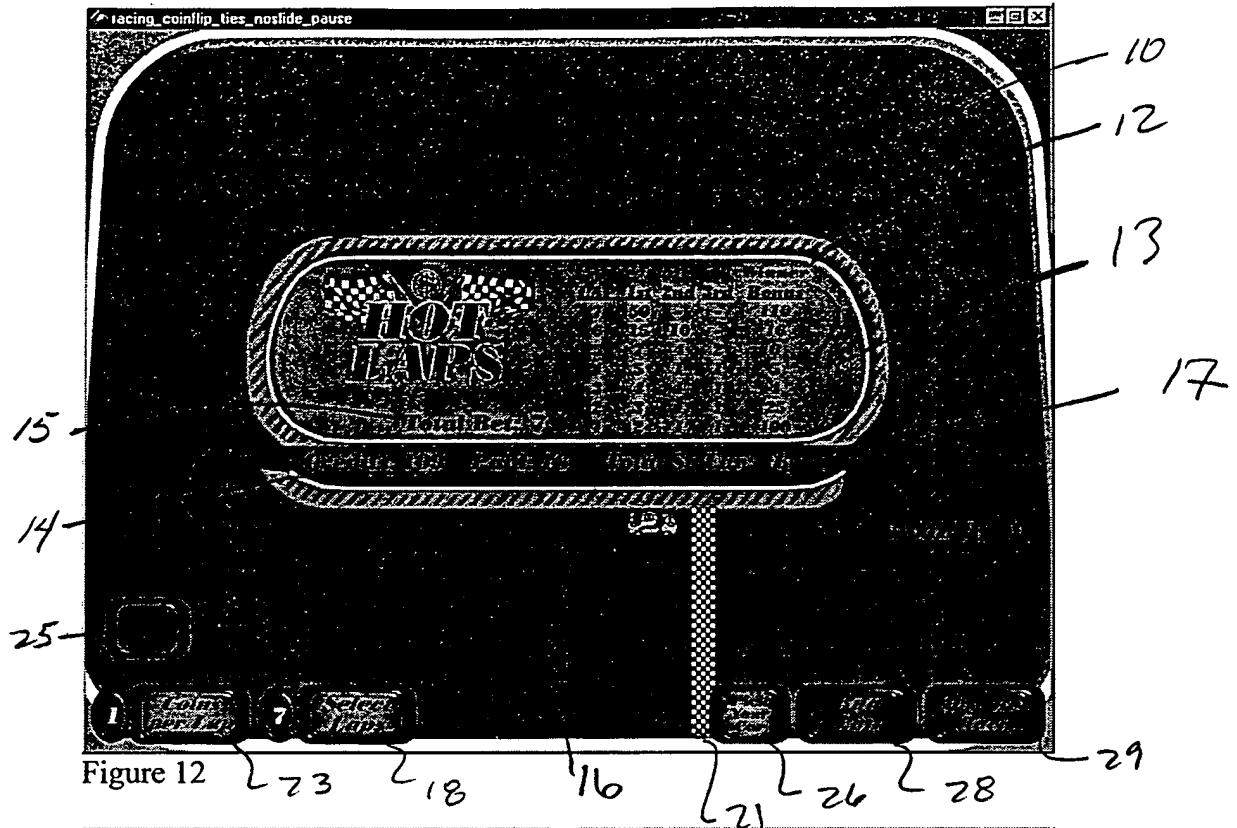






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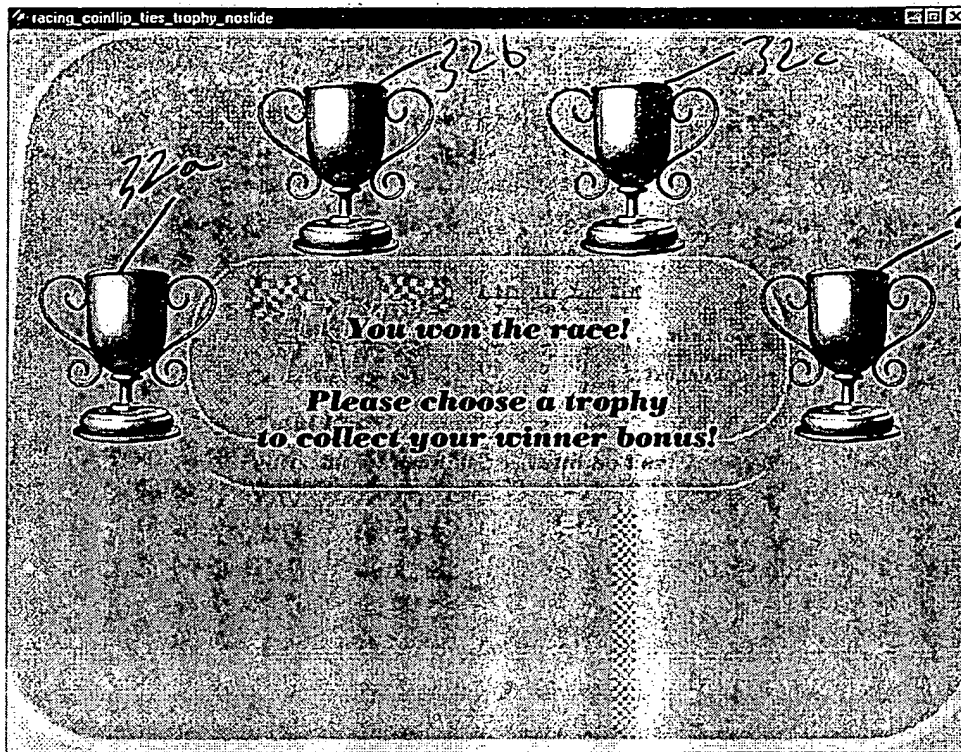


Figure 14

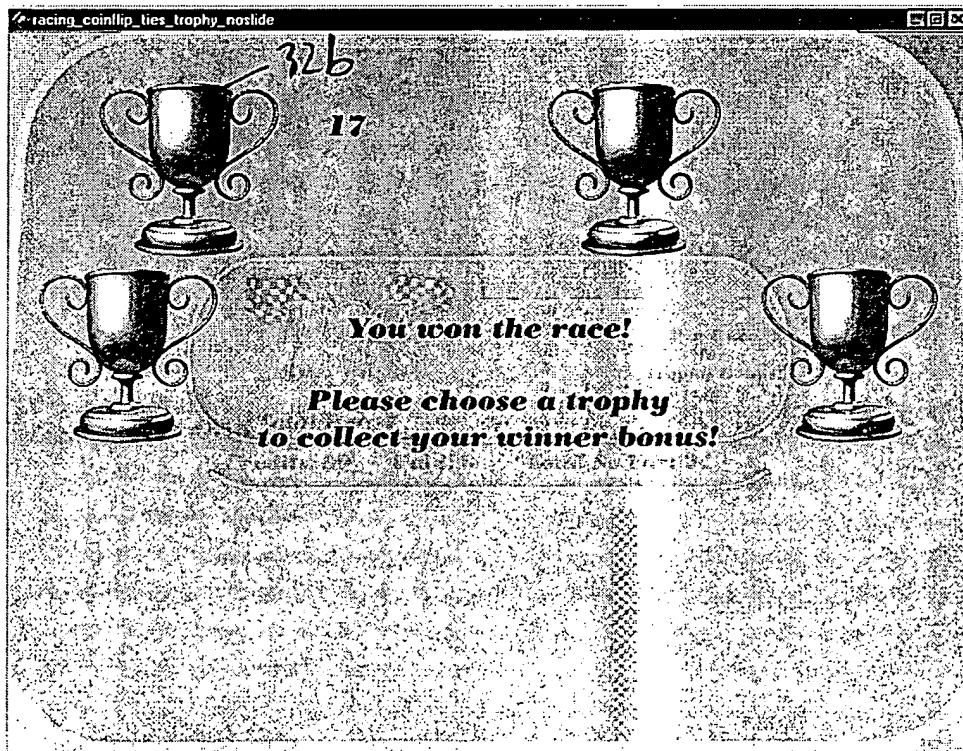
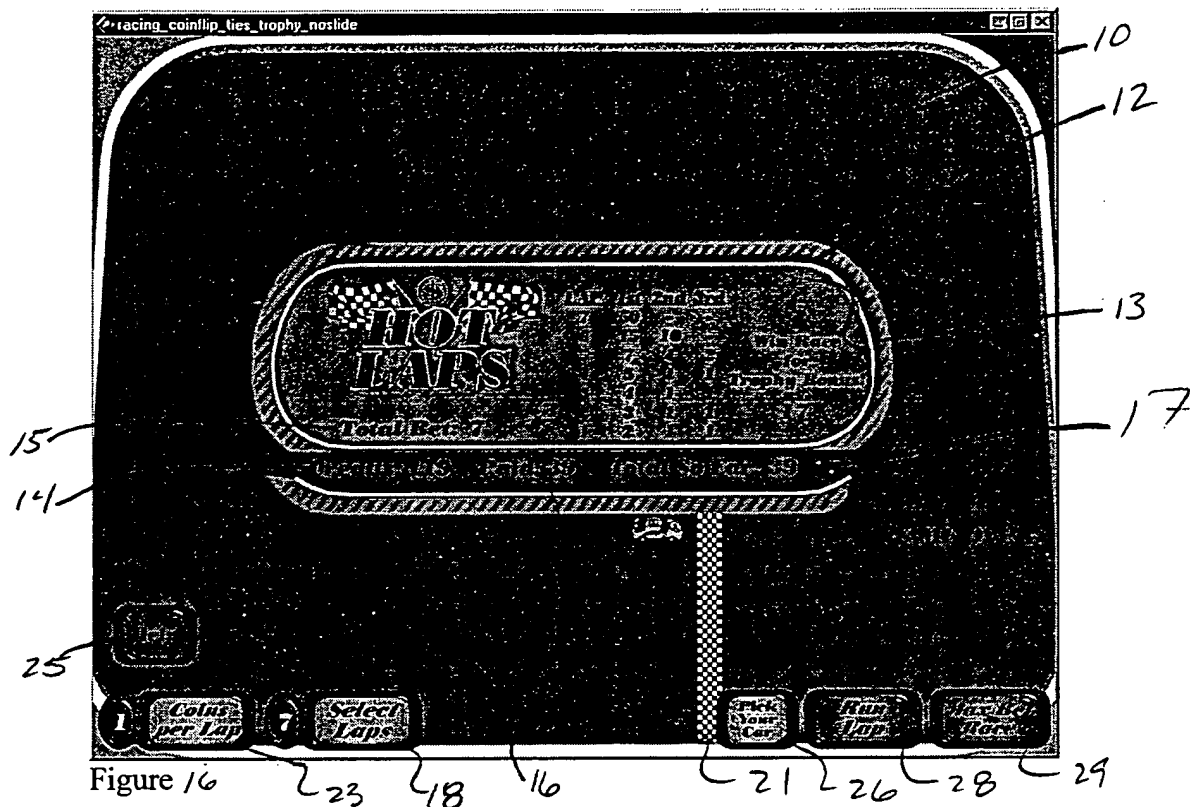


Figure 15



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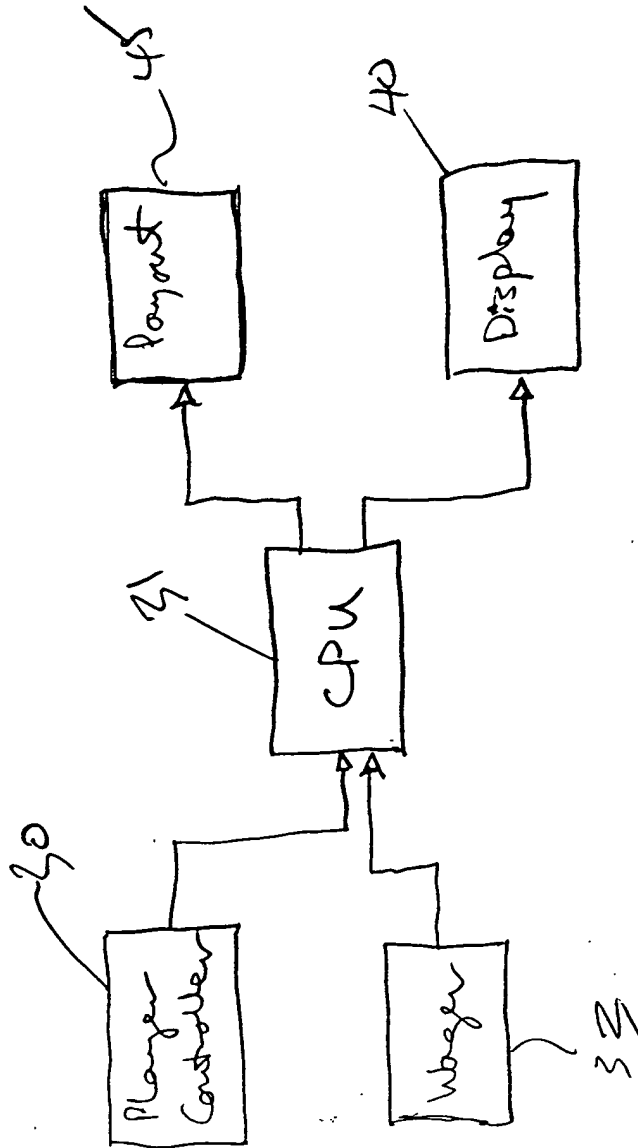


Figure 17

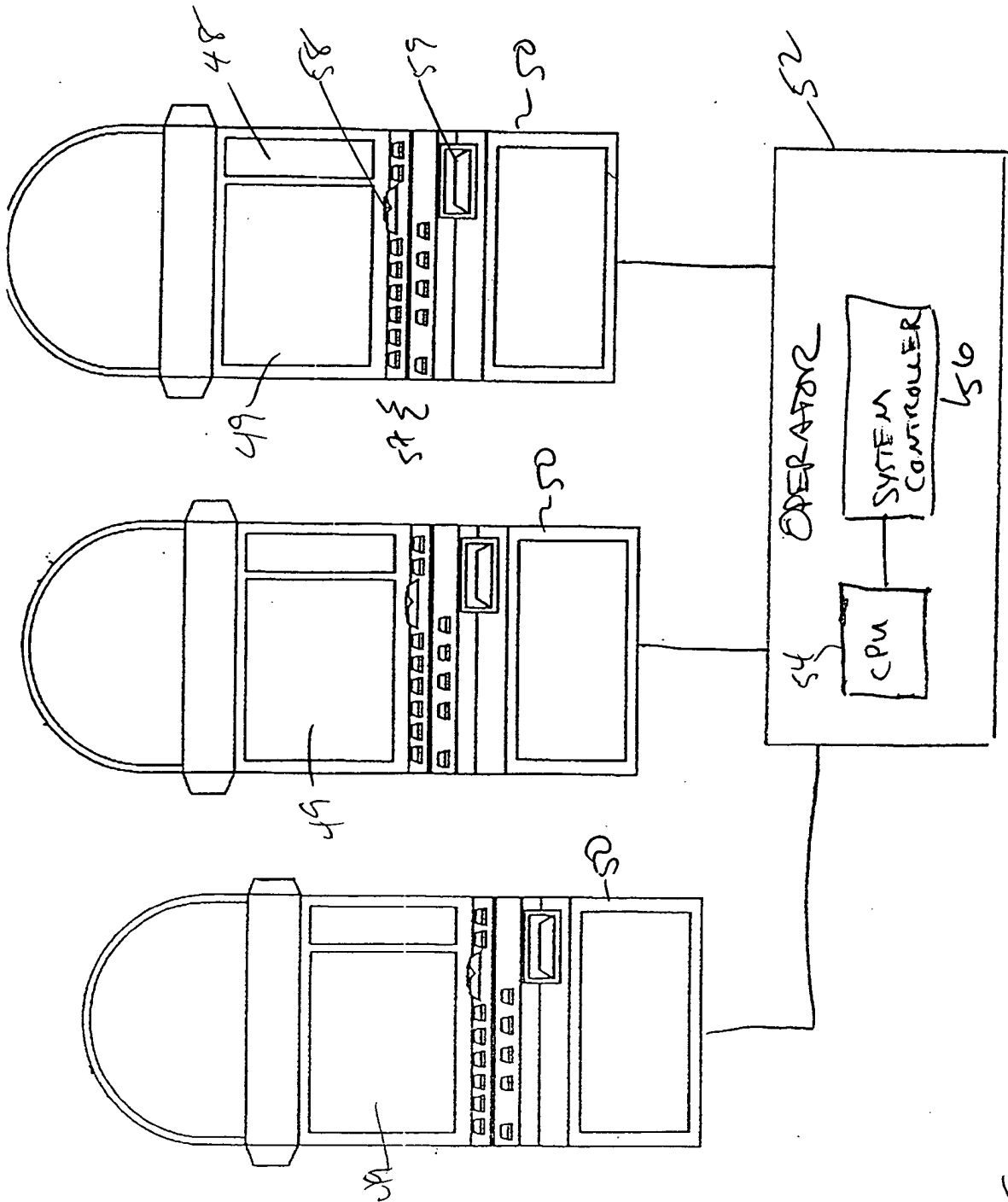


Fig. 18

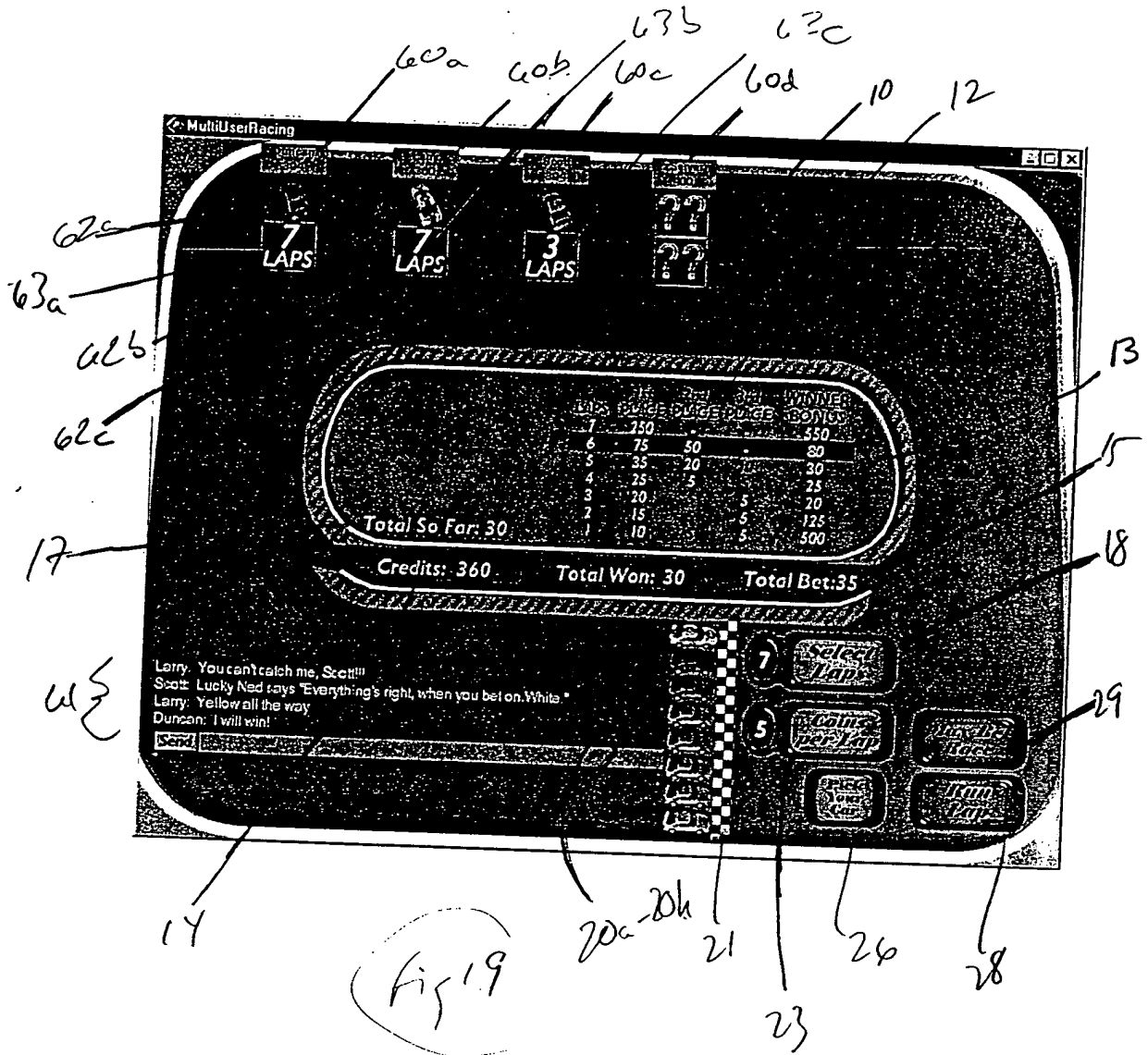


FIG. 13

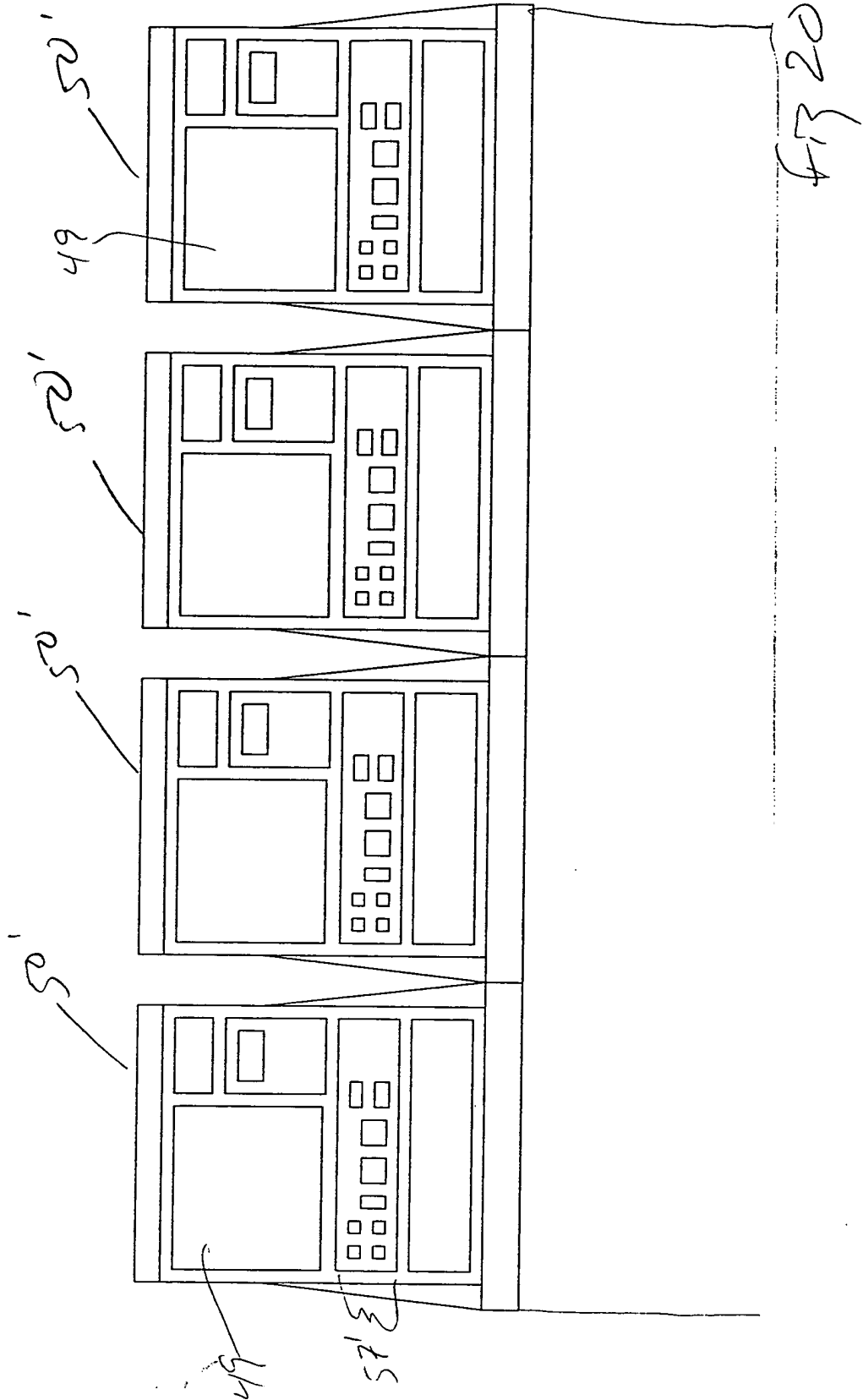
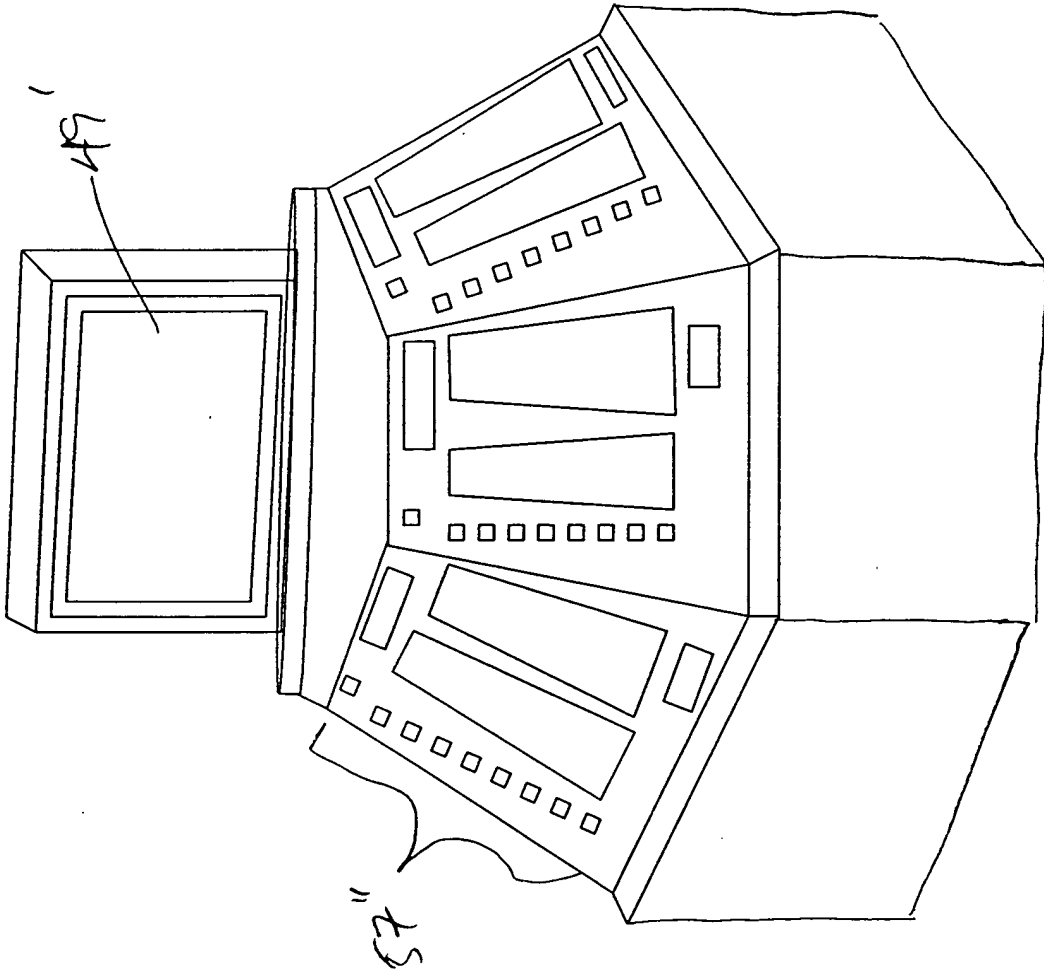


FIG. 14



12321

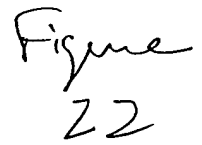


FIGURE 23A

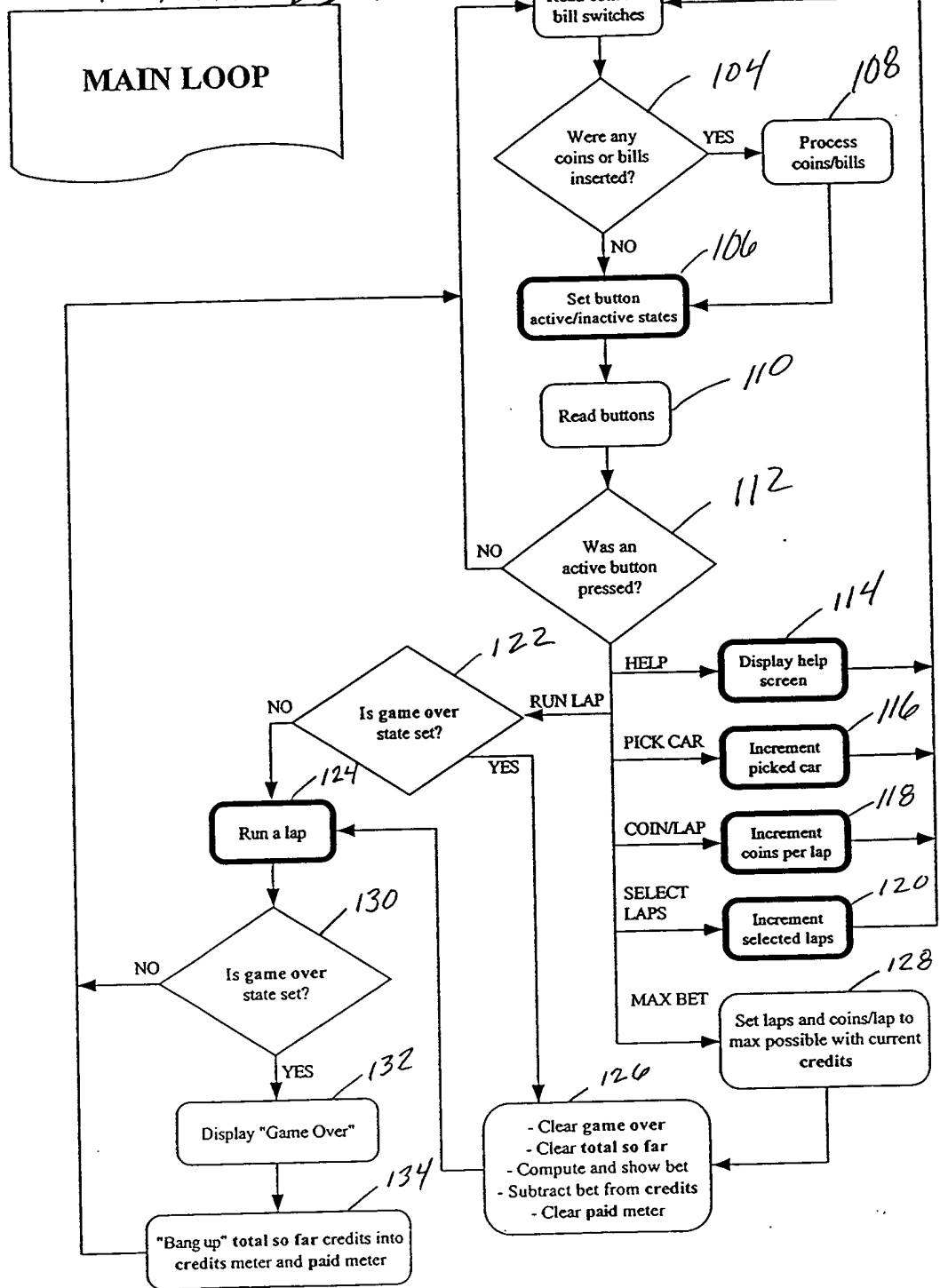
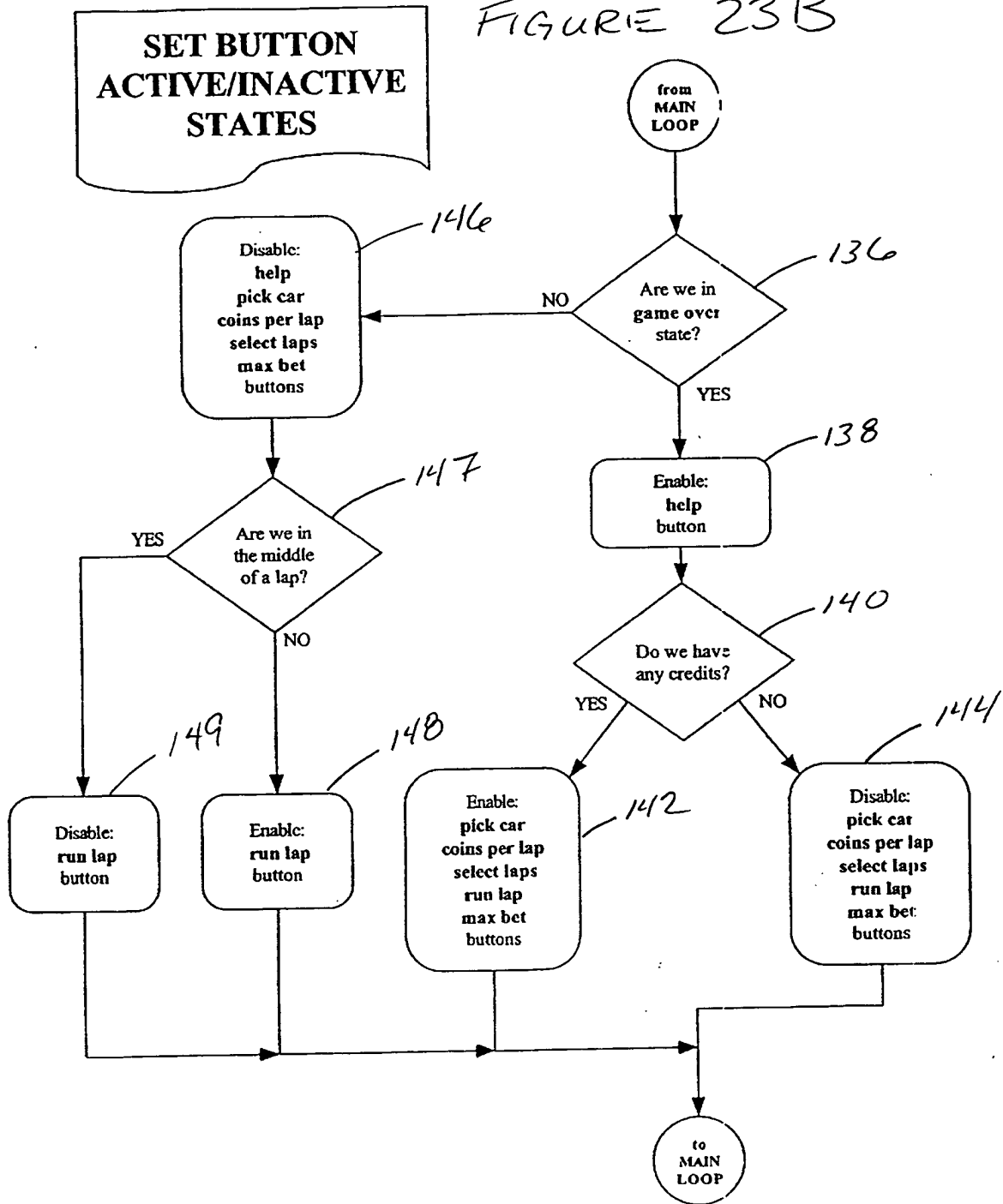
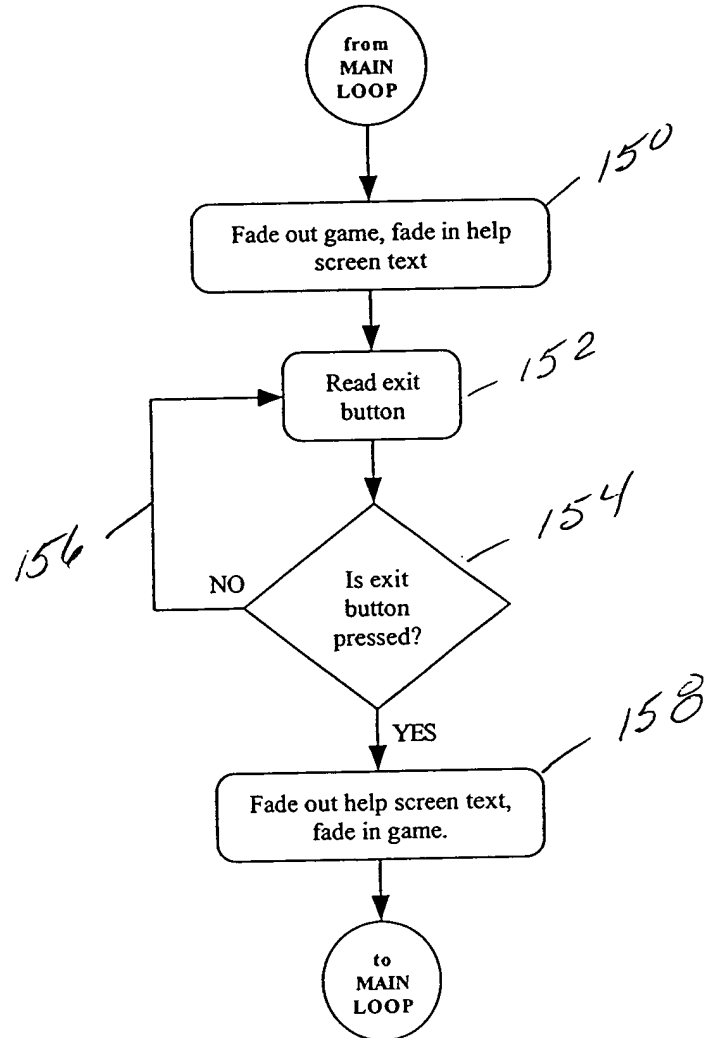


FIGURE 23B



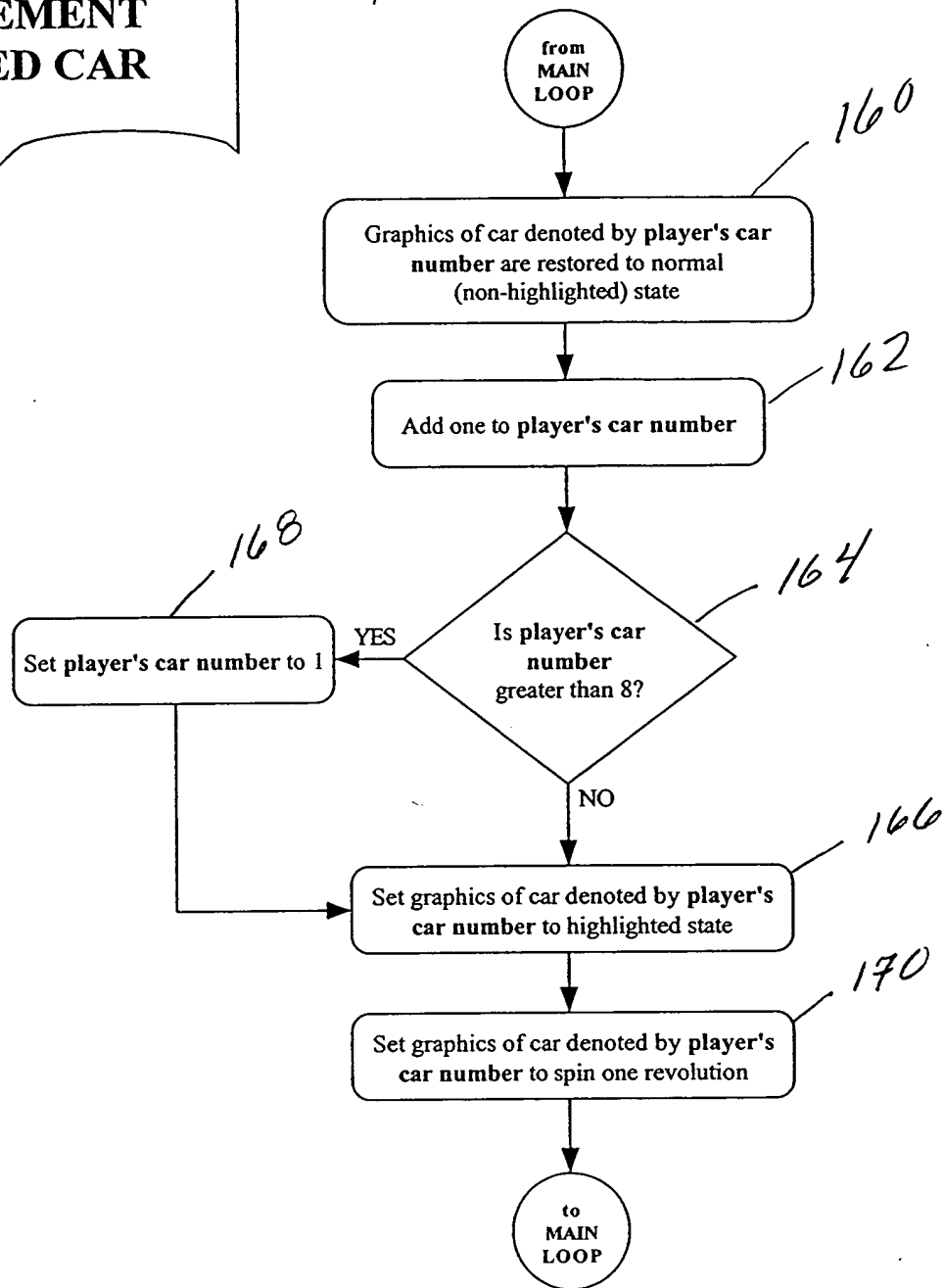
**DISPLAY HELP
SCREEN**

FIGURE 23C



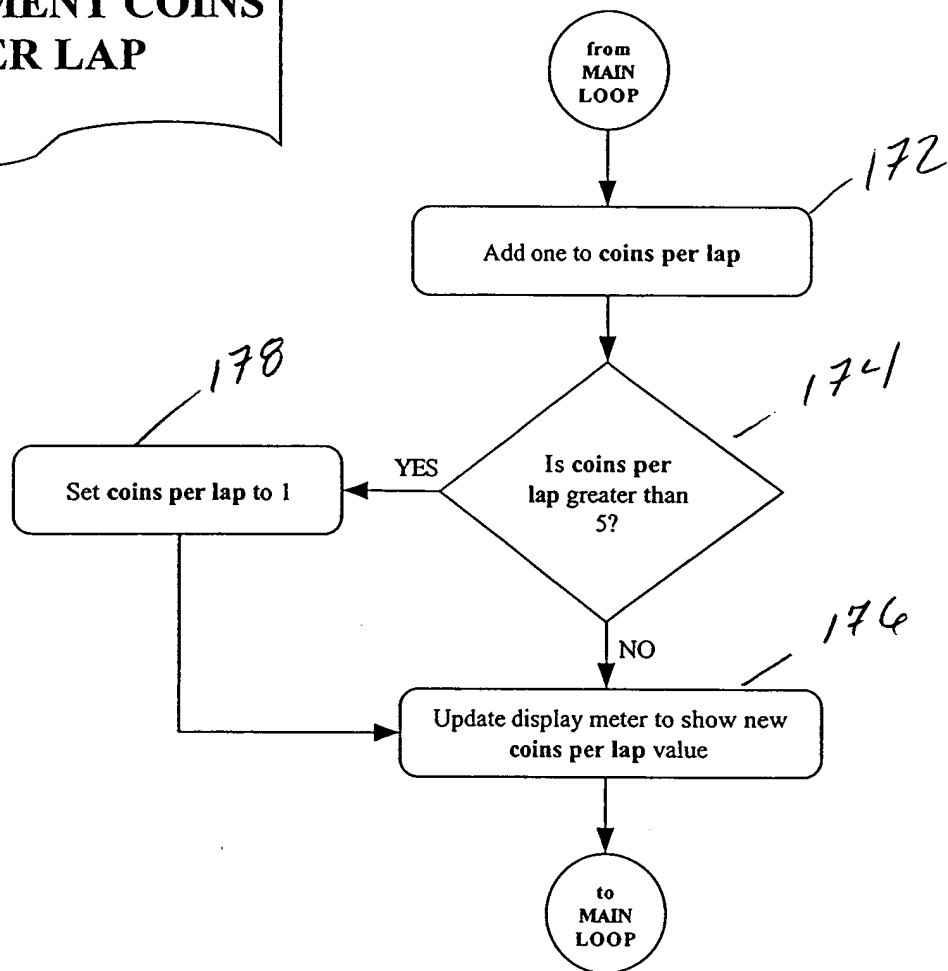
**INCREMENT
PICKED CAR**

FIGURE 23 D



INCREMENT COINS PER LAP

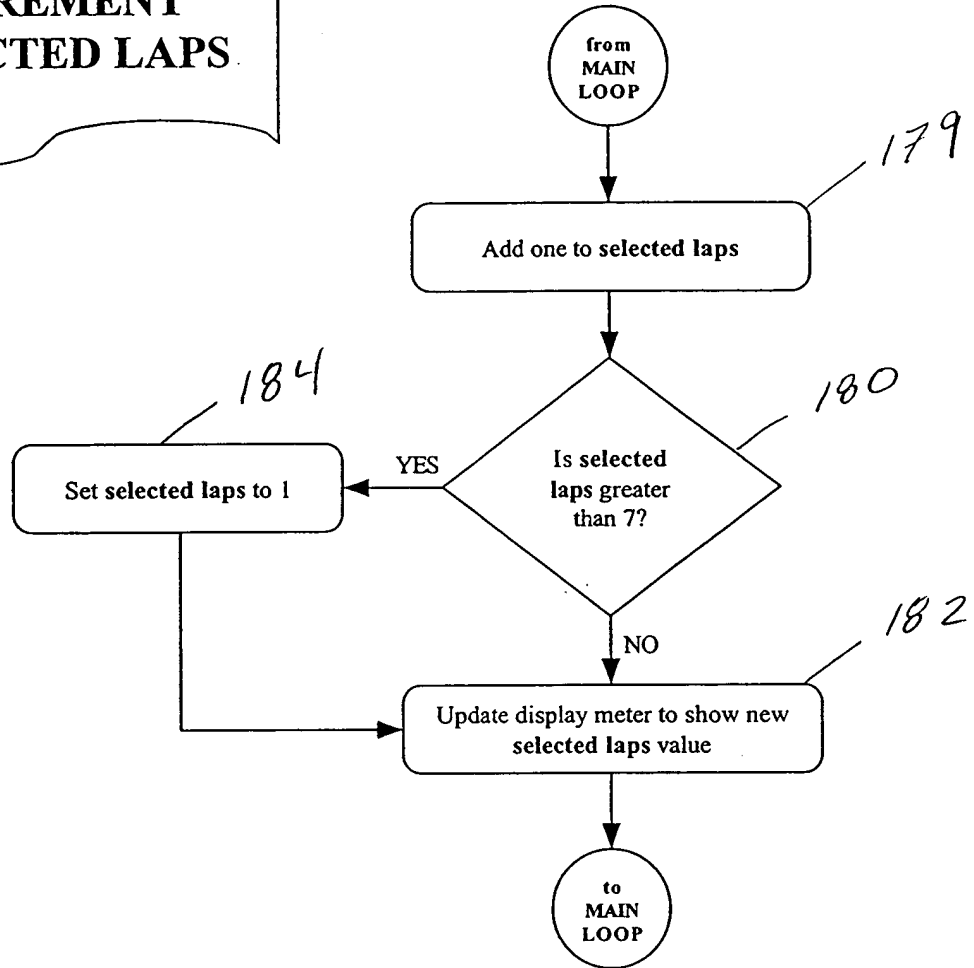
FIGURE 28E



20050719 15:46:07

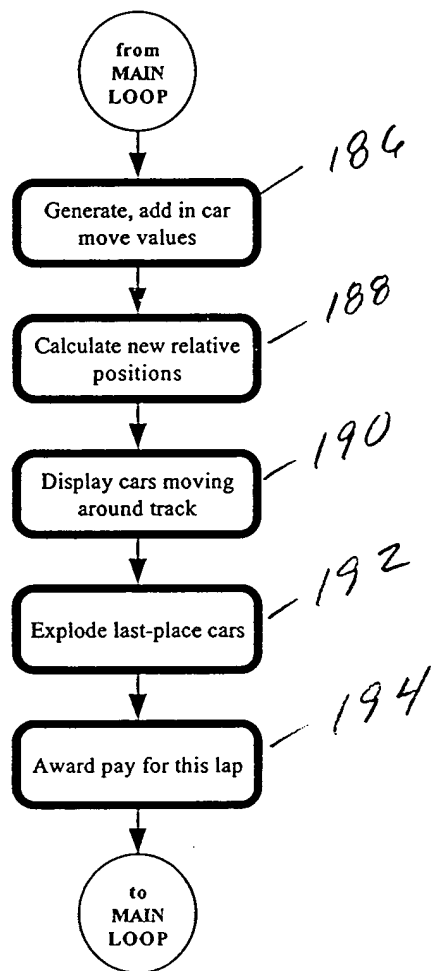
**INCREMENT
SELECTED LAPS.**

FIGURE 23 F



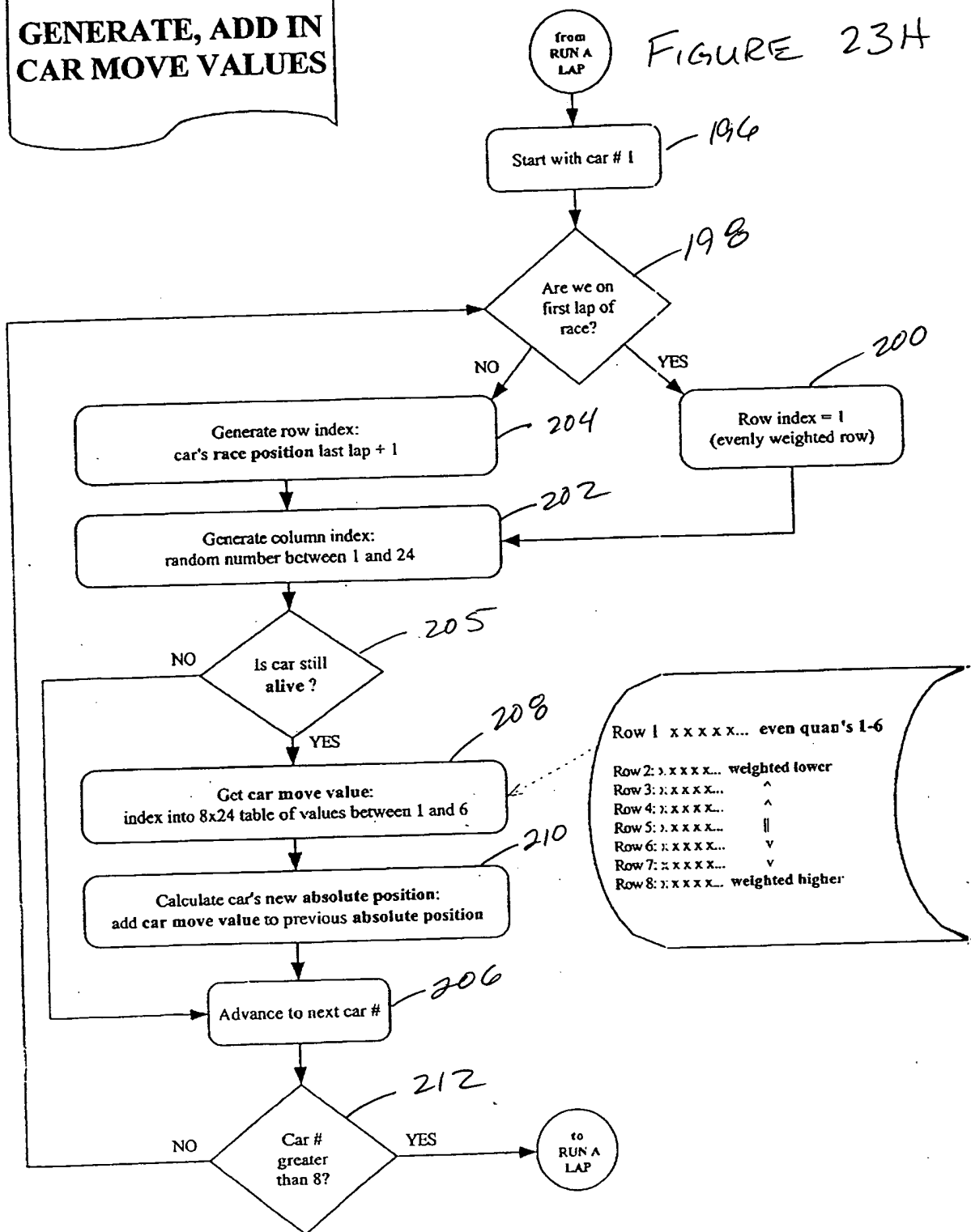
RUN A LAP

FIGURE 23G



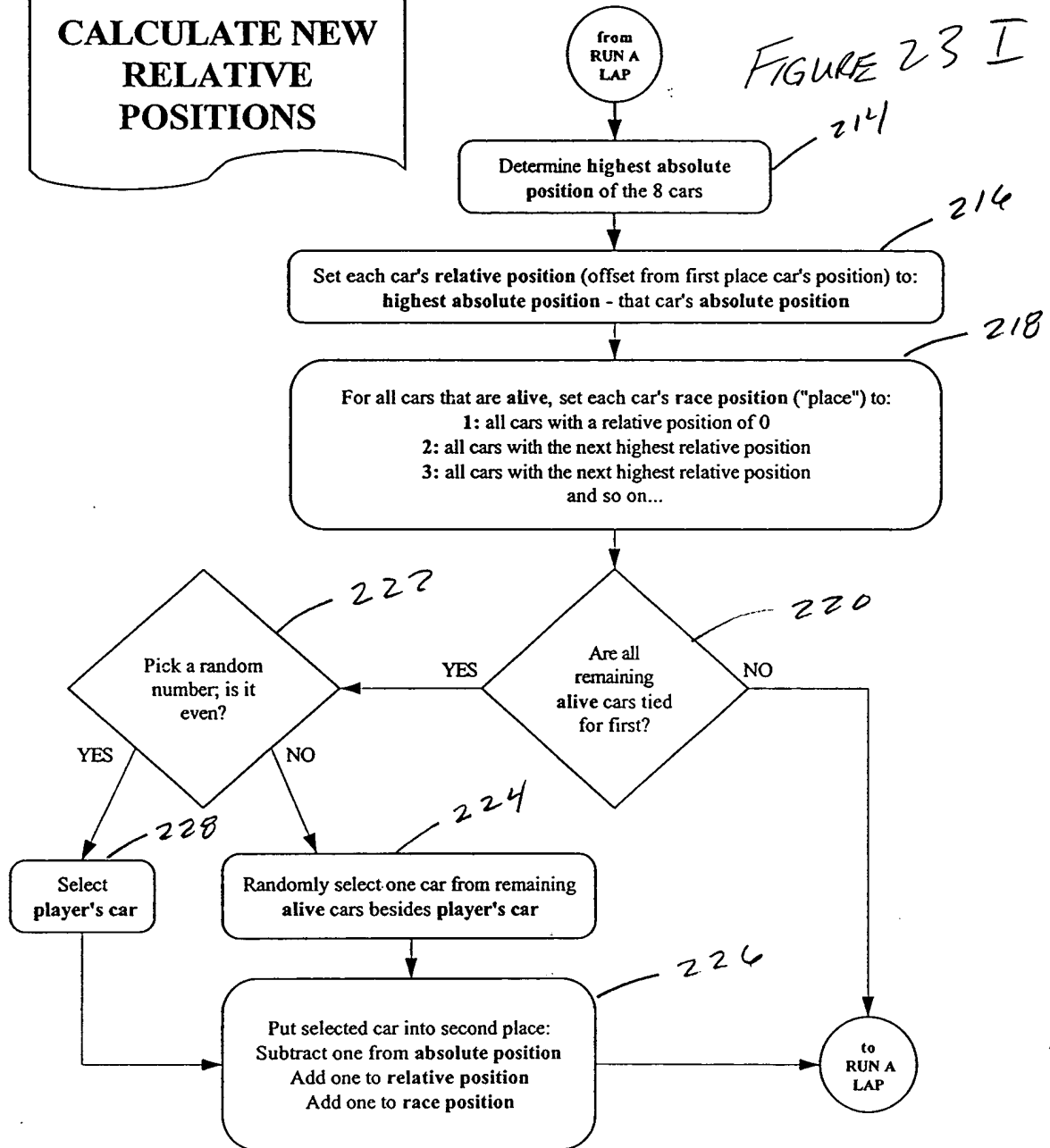
**GENERATE, ADD IN
 CAR MOVE VALUES**

FIGURE 23H



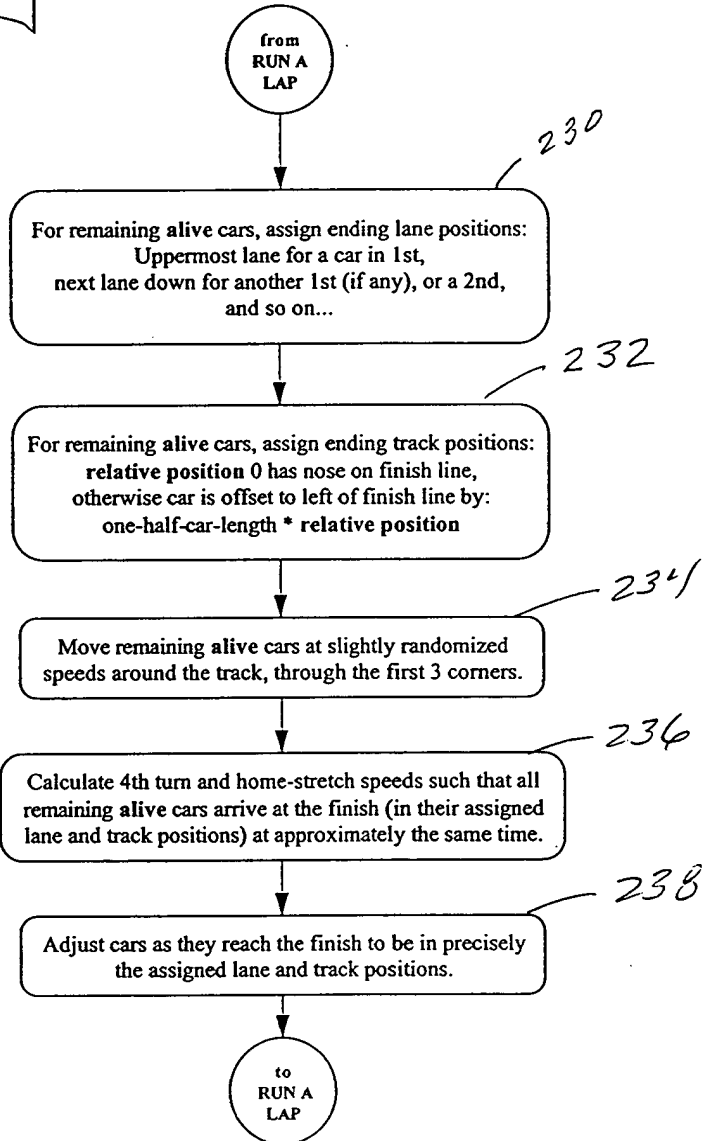
CALCULATE NEW RELATIVE POSITIONS

FIGURE 23 I



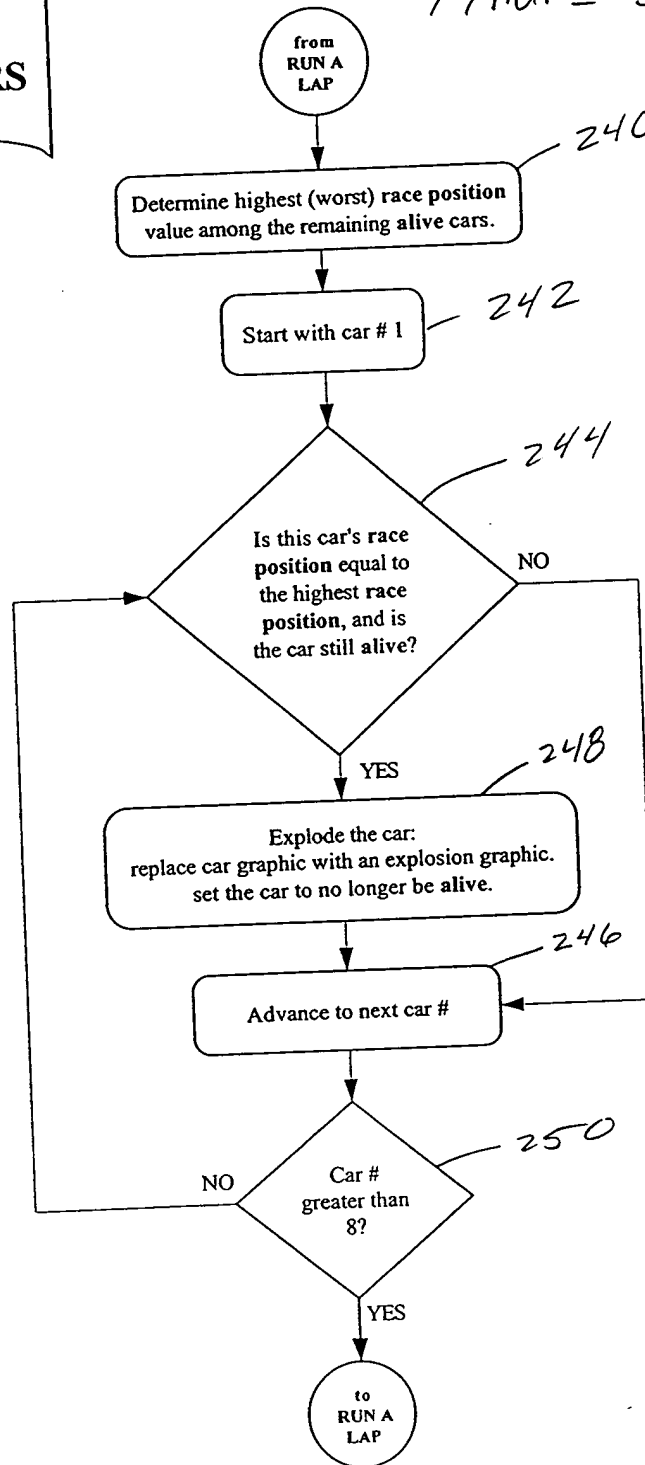
**DISPLAY CARS
MOVING AROUND
TRACK**

FIGURE 27J



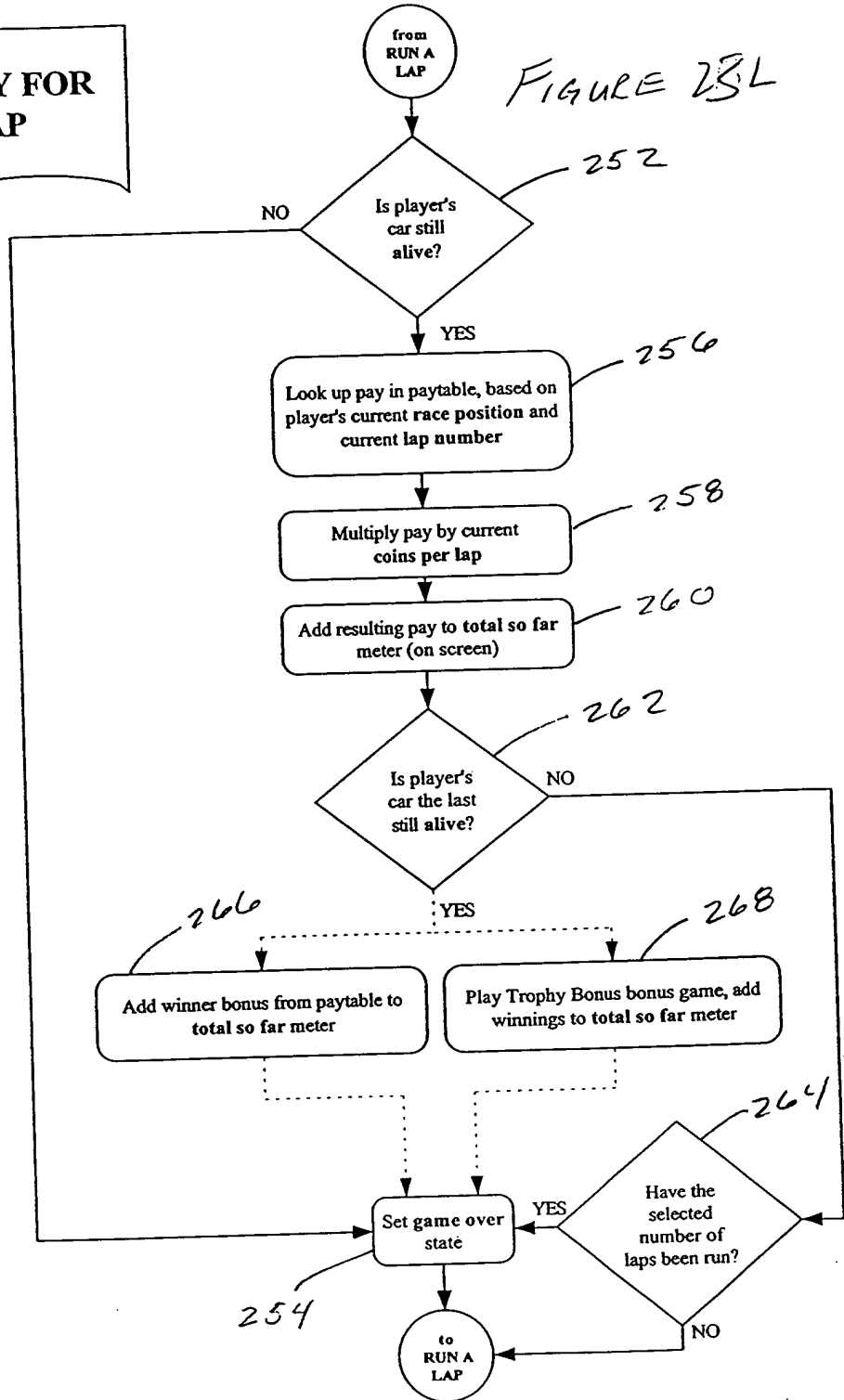
**EXPLODE
LAST-PLACE CARS**

FIGURE 23 K



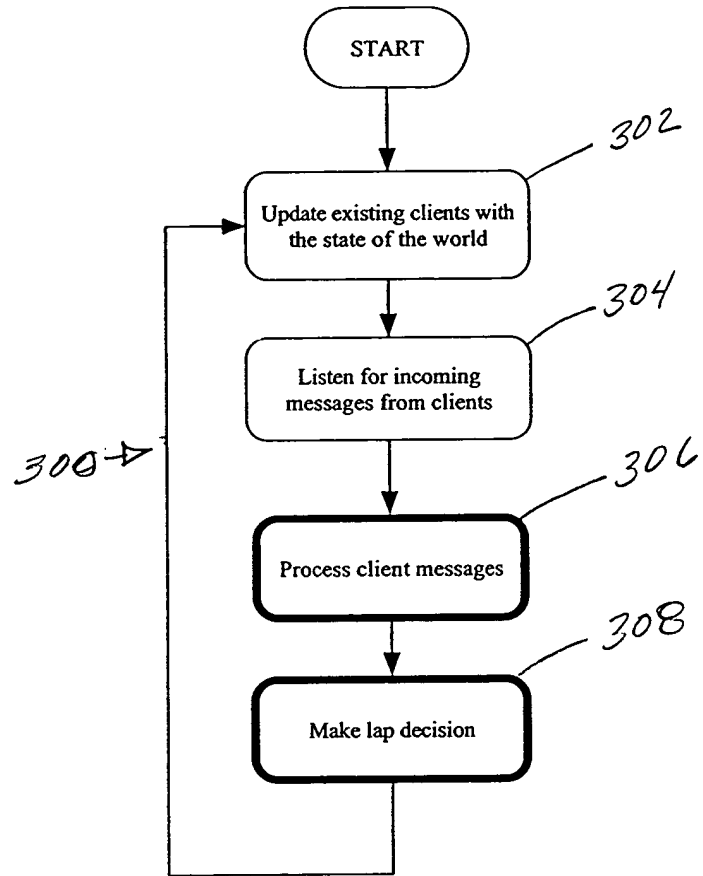
AWARD PAY FOR
THIS LAP

FIGURE 28L



**GAME CYCLE
(server)**

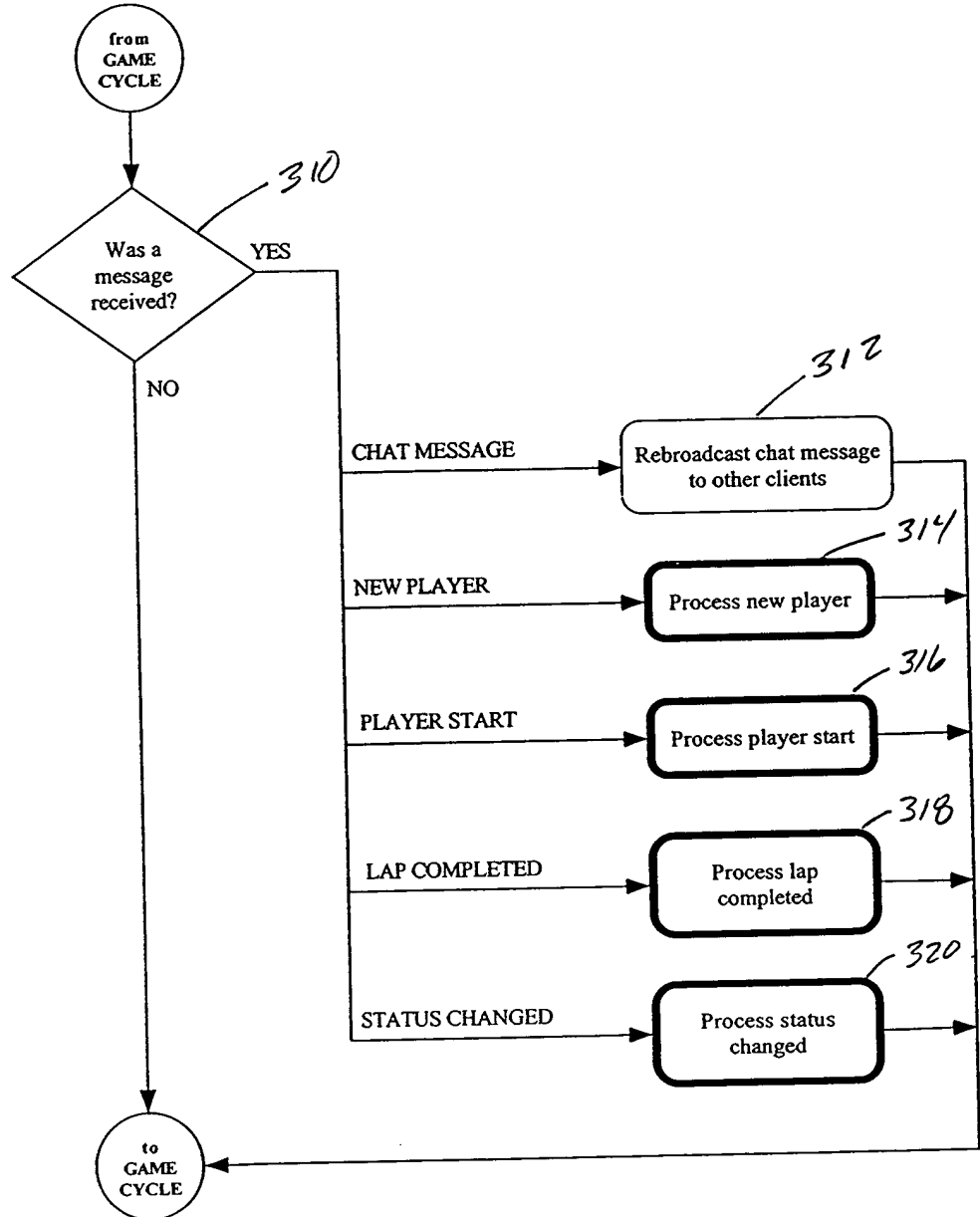
FIGURE 24A



PROCESS CLIENT MESSAGES (server)

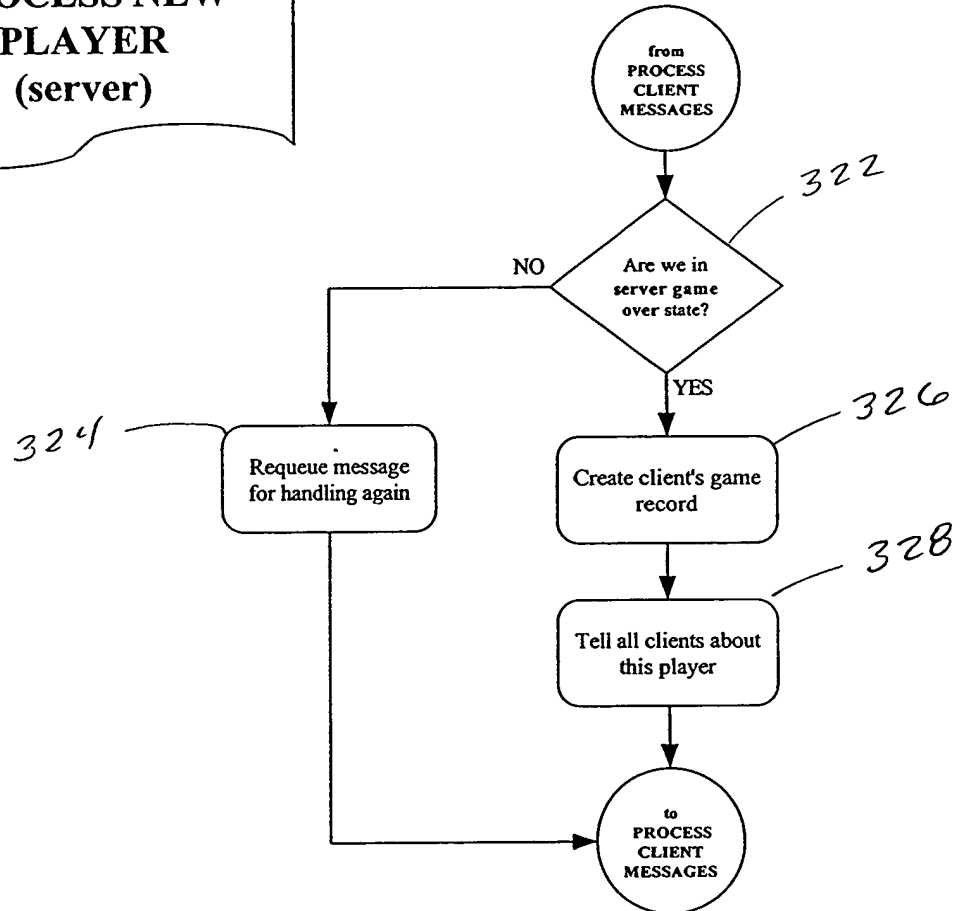
FIGURE

24B



**PROCESS NEW
PLAYER
(server)**

FIGURE 29C



**PROCESS PLAYER
START
(server)**

FIGURE 24D

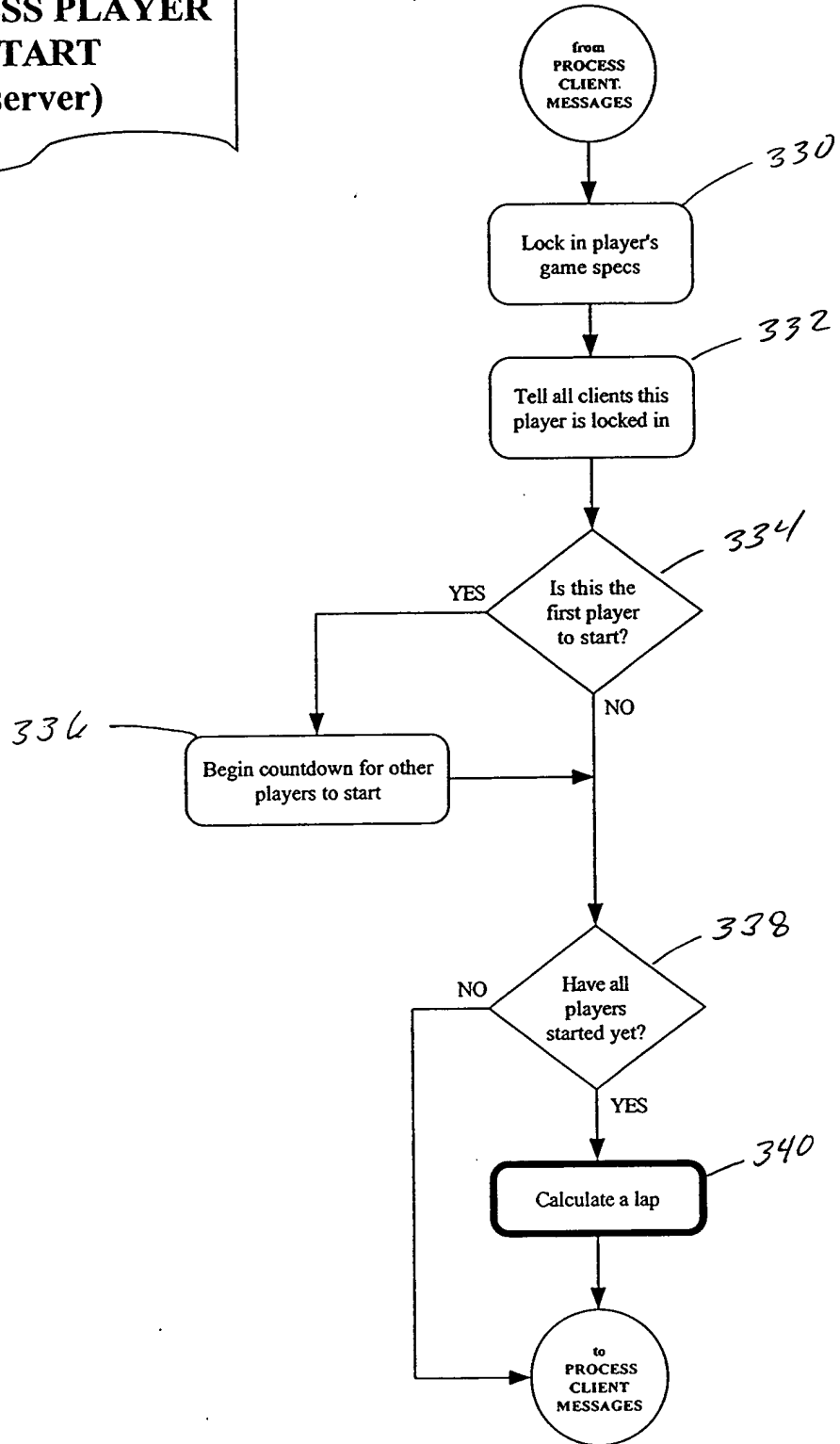
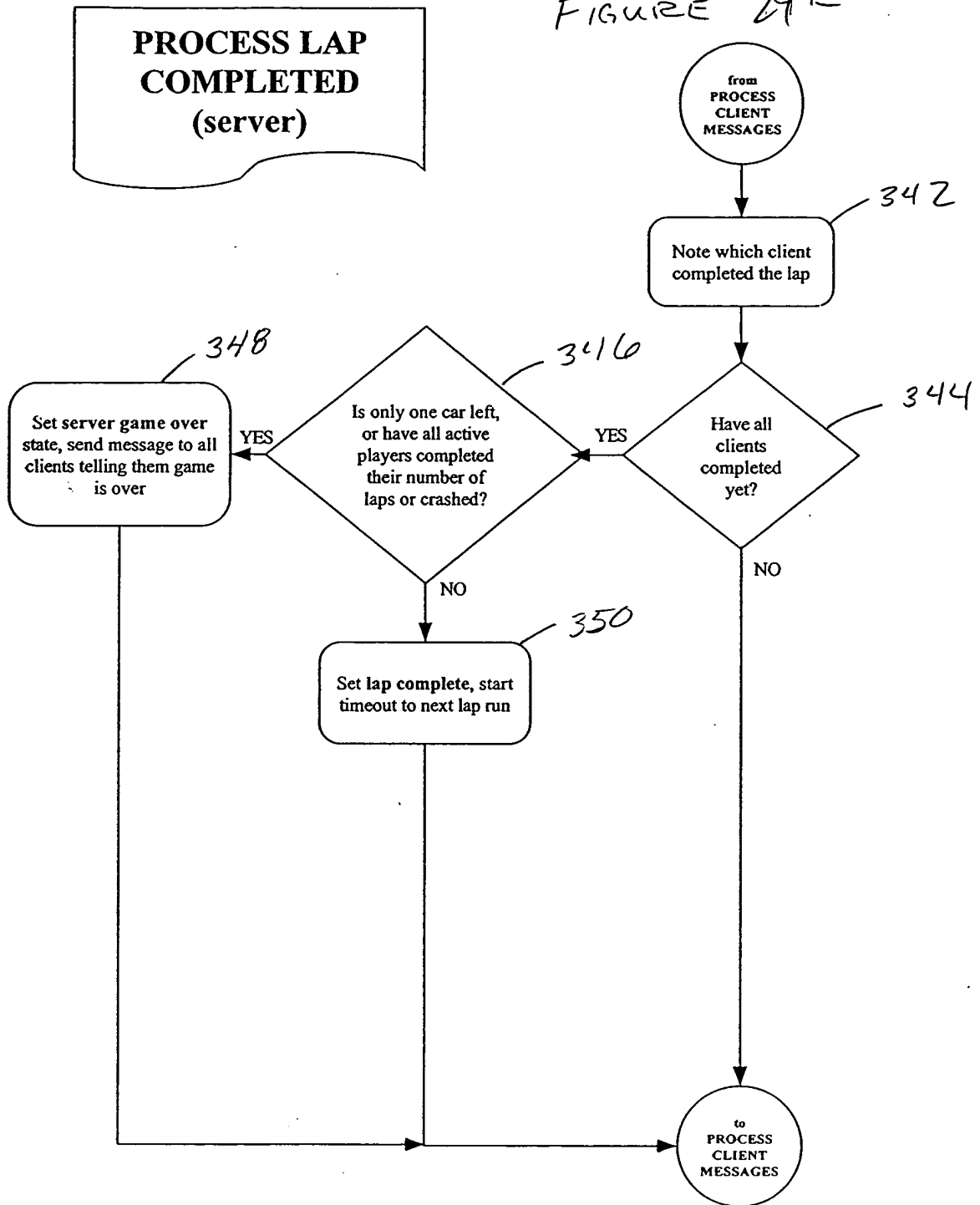
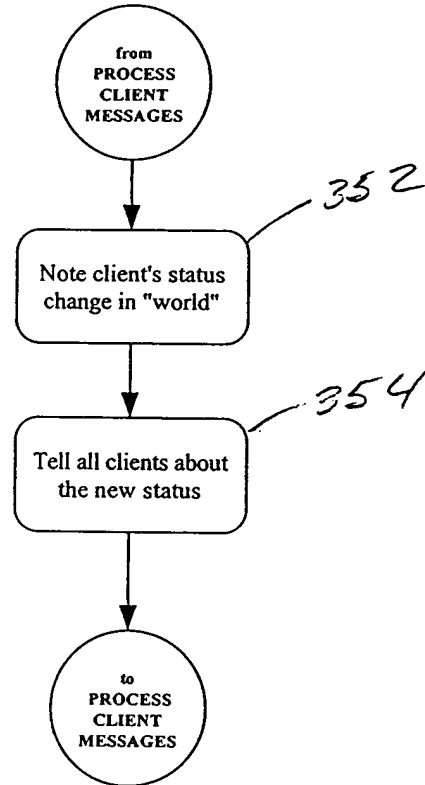


FIGURE 29E



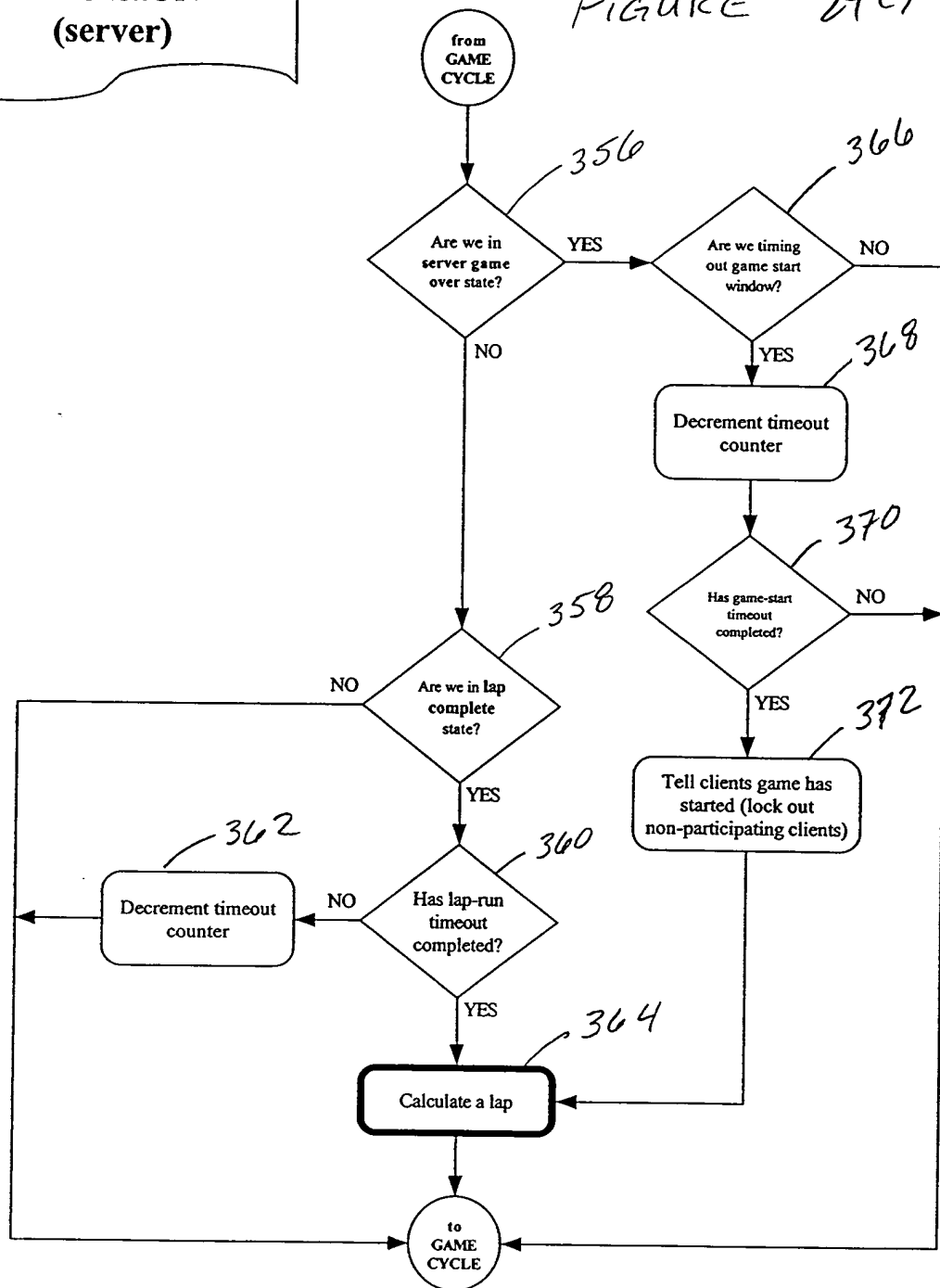
**PROCESS STATUS
CHANGED
(server)**

FIGURE 24 F



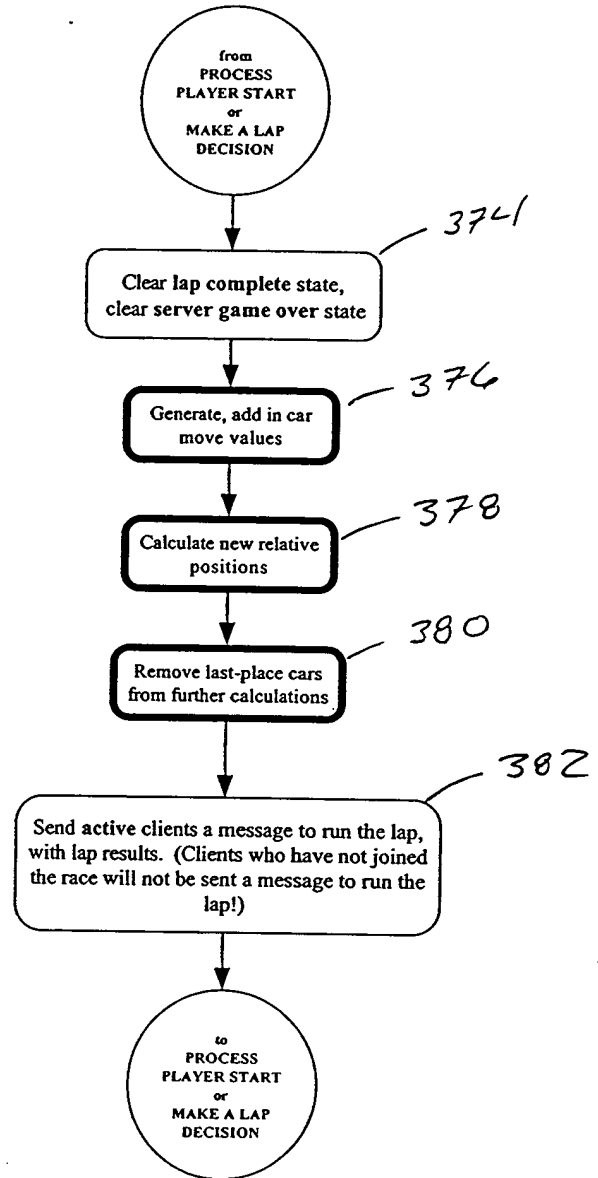
**MAKE LAP
 DECISION
 (server)**

FIGURE 24G



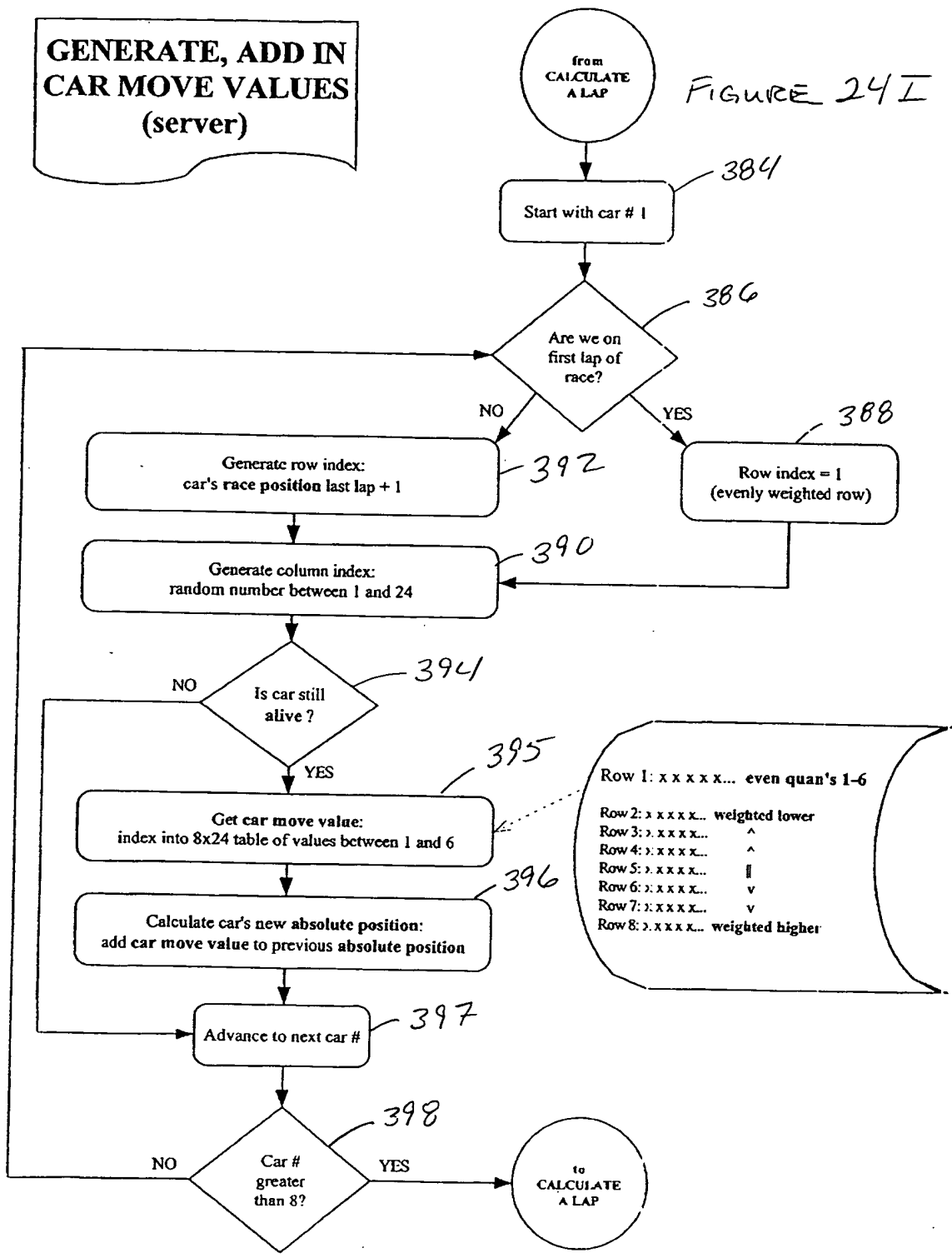
**CALCULATE A LAP
(server)**

FIGURE 244



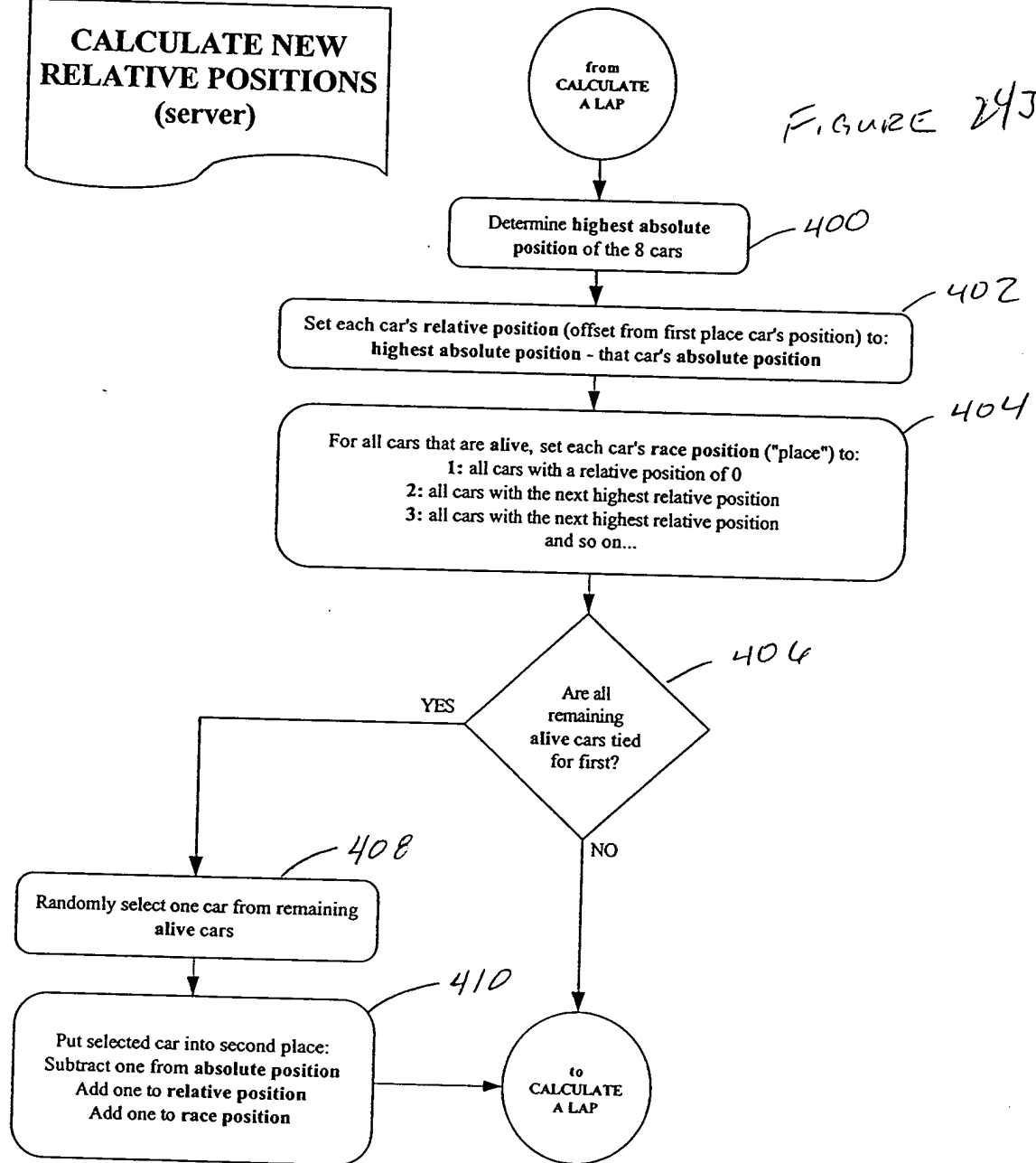
**GENERATE, ADD IN
 CAR MOVE VALUES
 (server)**

FIGURE 24I



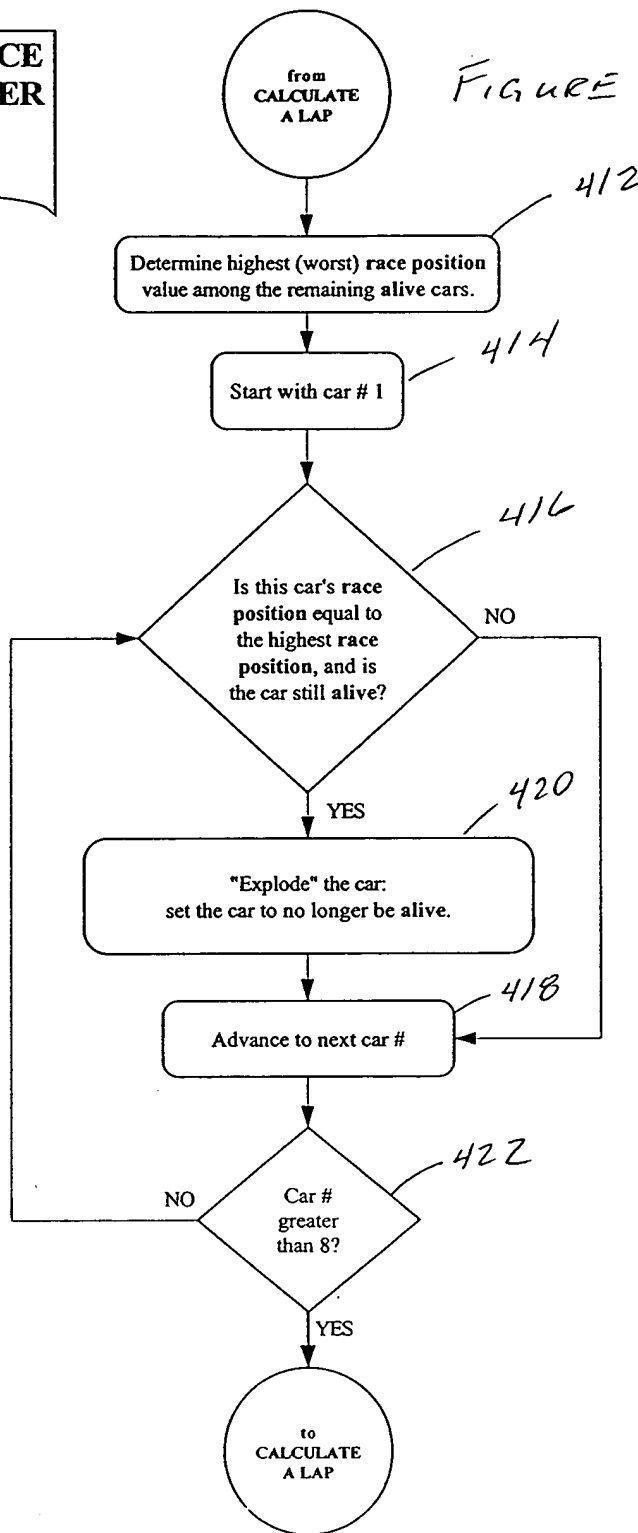
**CALCULATE NEW
RELATIVE POSITIONS
(server)**

FIGURE 24J



REMOVE LAST-PLACE
CARS FROM FURTHER
CALCULATIONS
(server)

FIGURE 24K



**STARTUP
(client)**

FIGURE 25A

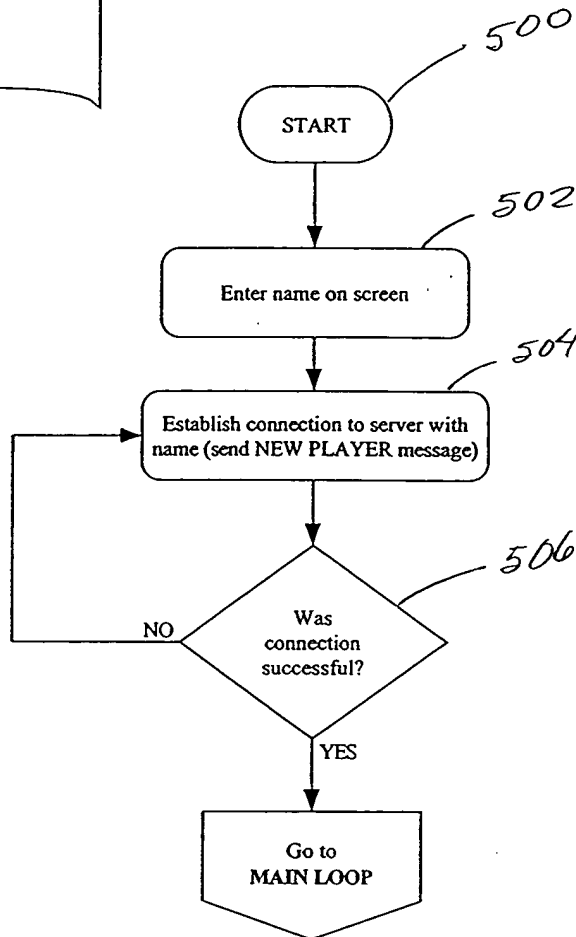


FIGURE 25B

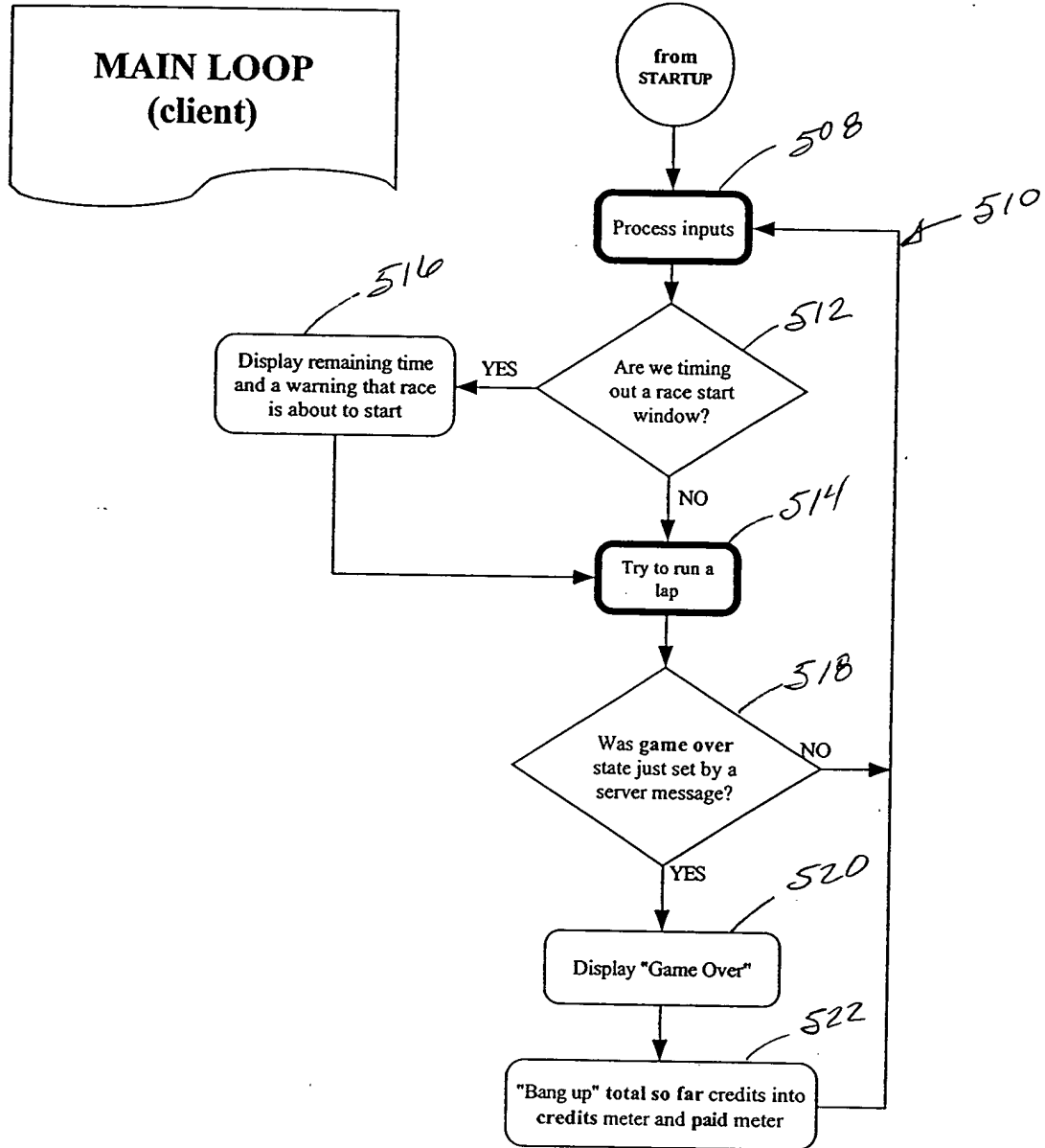


FIGURE 25C

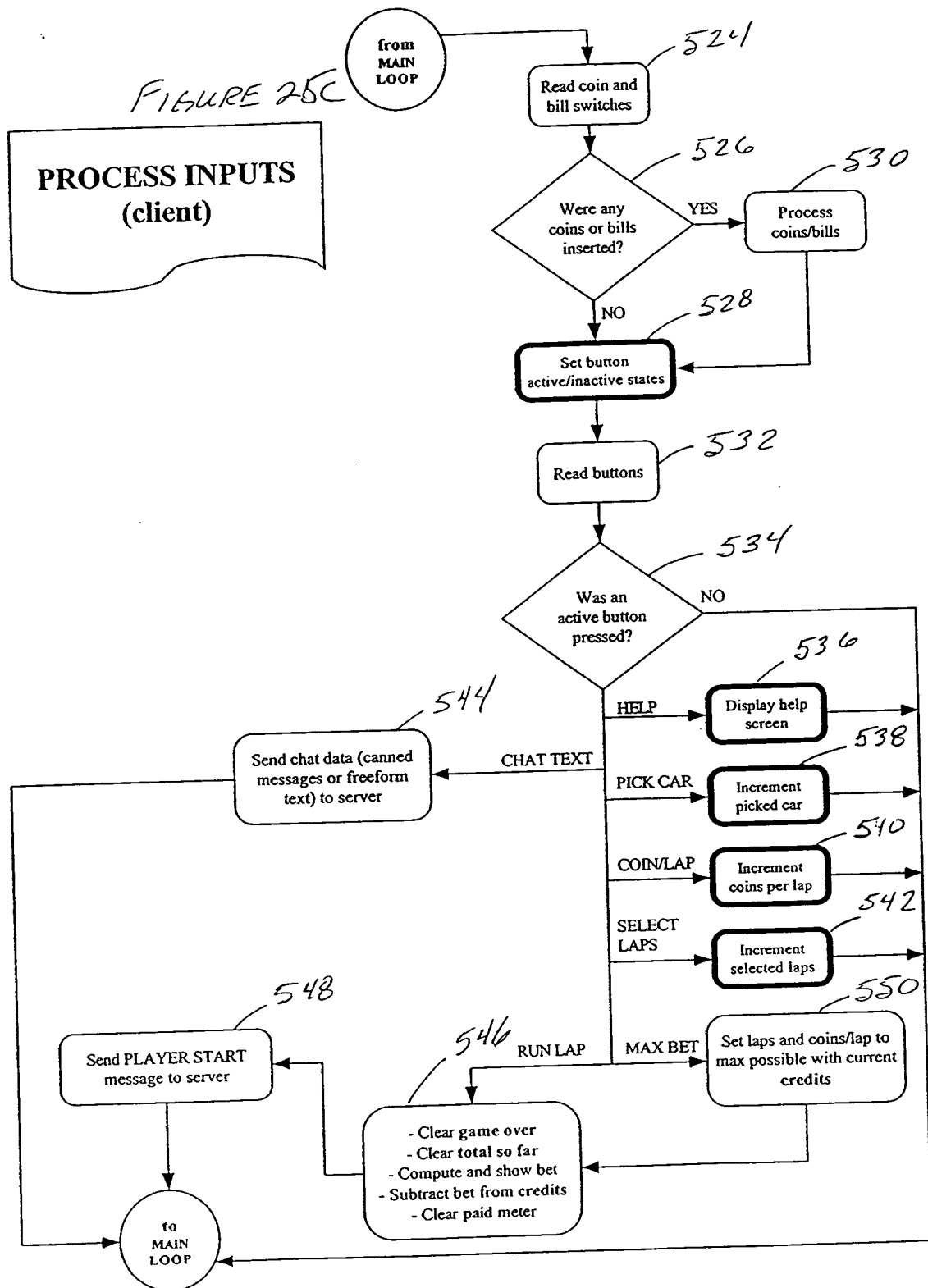


FIGURE 25D

SET BUTTON
ACTIVE/INACTIVE
STATES
(client)

554
Disable:
help
pick car
coins per lap
select laps
run lap
max bet
buttons

from
PROCESS
INPUTS

552
Are we in
game over
state?

556
Enable:
help
button

558
Do we have
any credits?

562
Has server
said we can
start a game?

564
Enable:
pick car
coins per lap
select laps
run lap
max bet
buttons

560
Disable:
pick car
coins per lap
select laps
run lap
max bet
buttons

to
PROCESS
INPUTS

20020606

**DISPLAY HELP
SCREEN
(client)**

FIGURE 28E

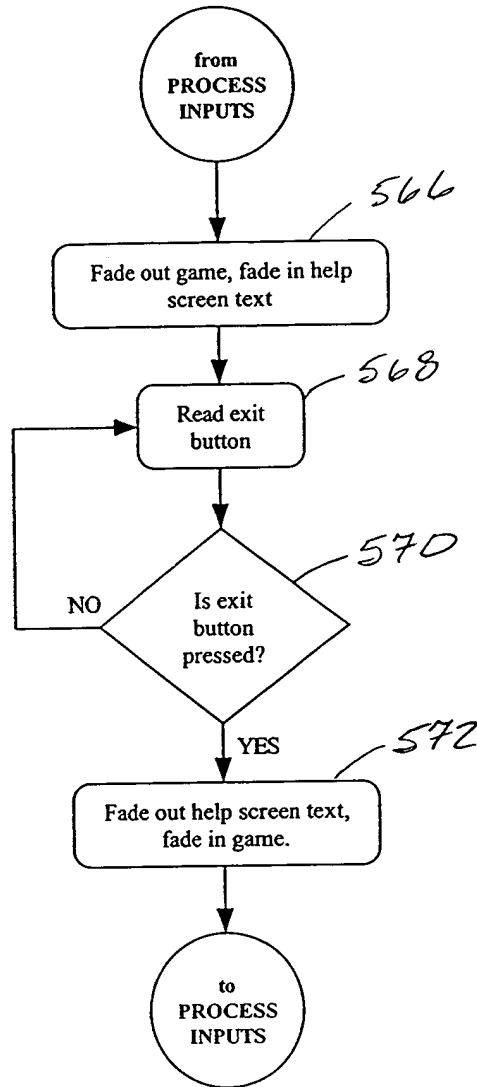
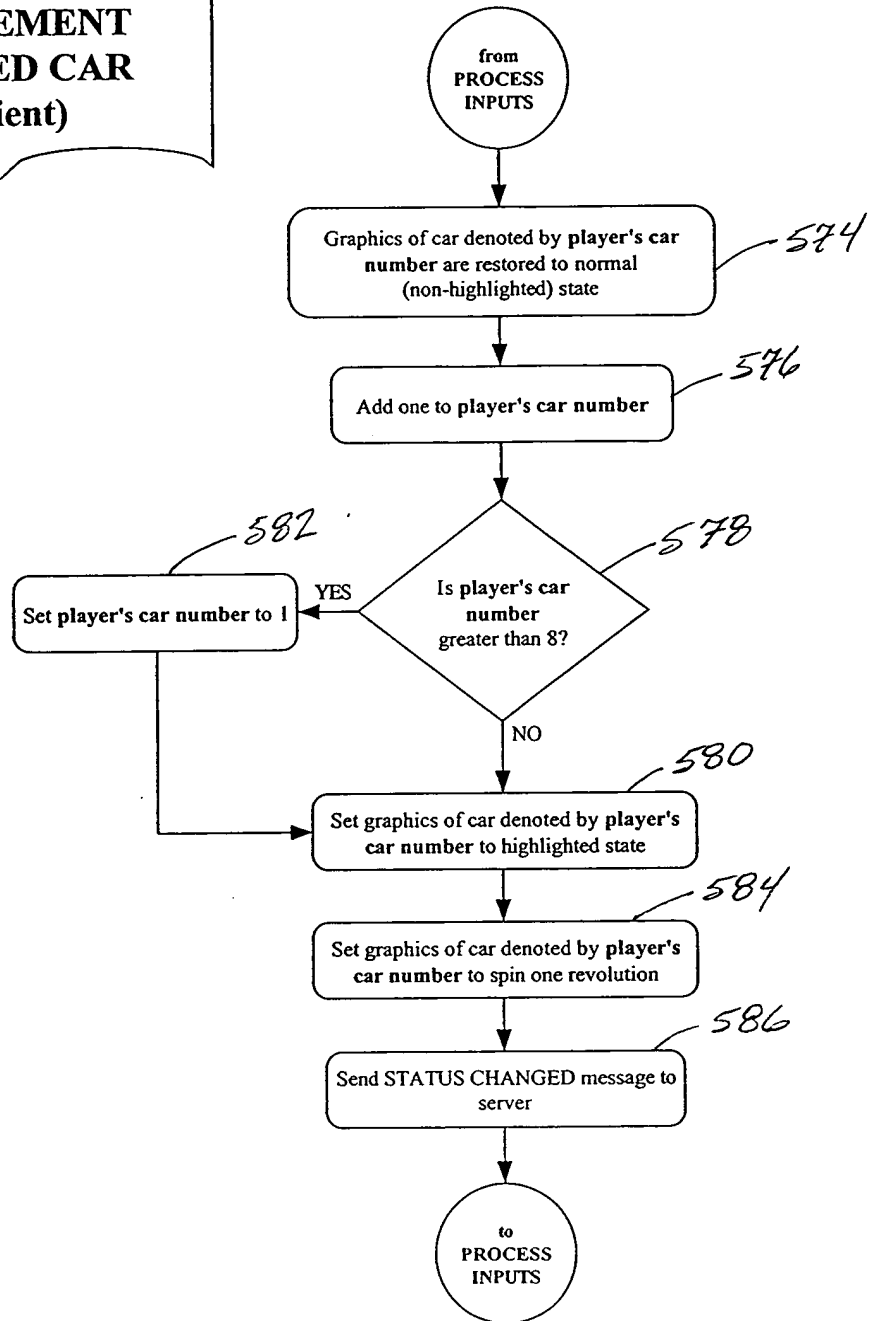


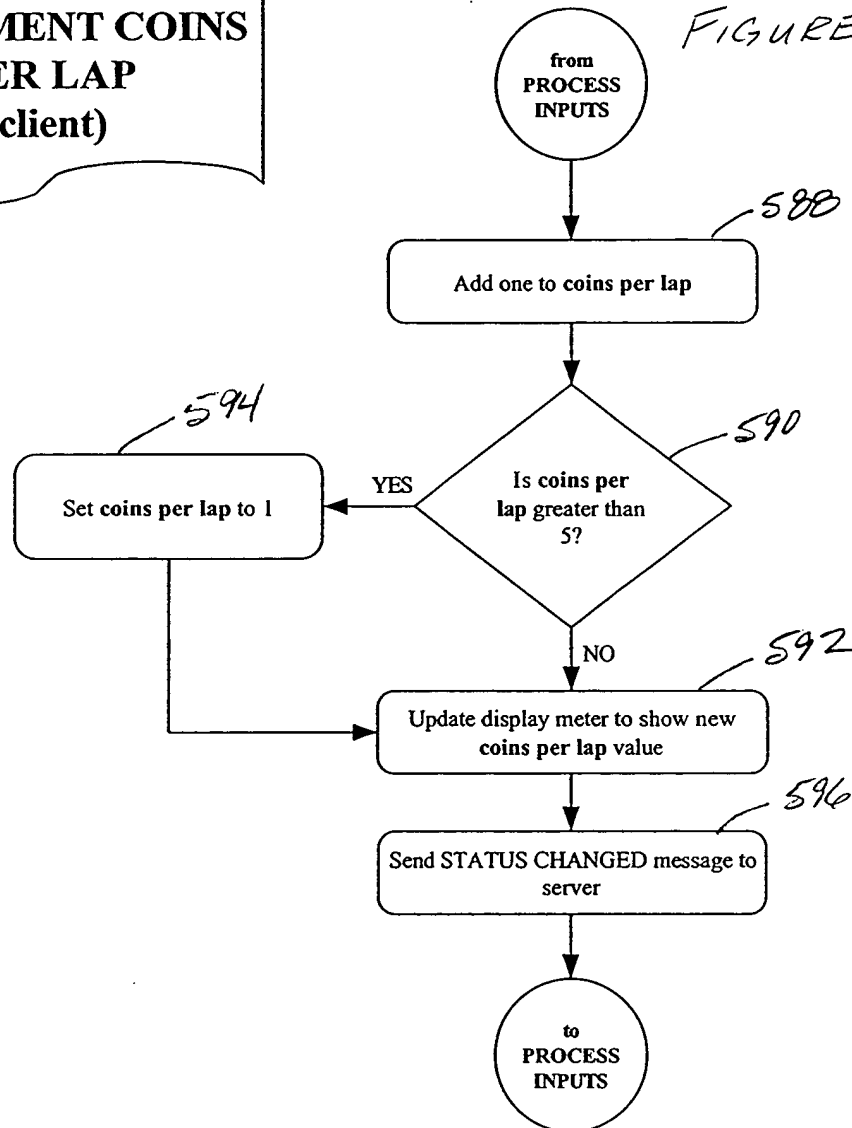
FIGURE 25K

**INCREMENT
PICKED CAR
(client)**



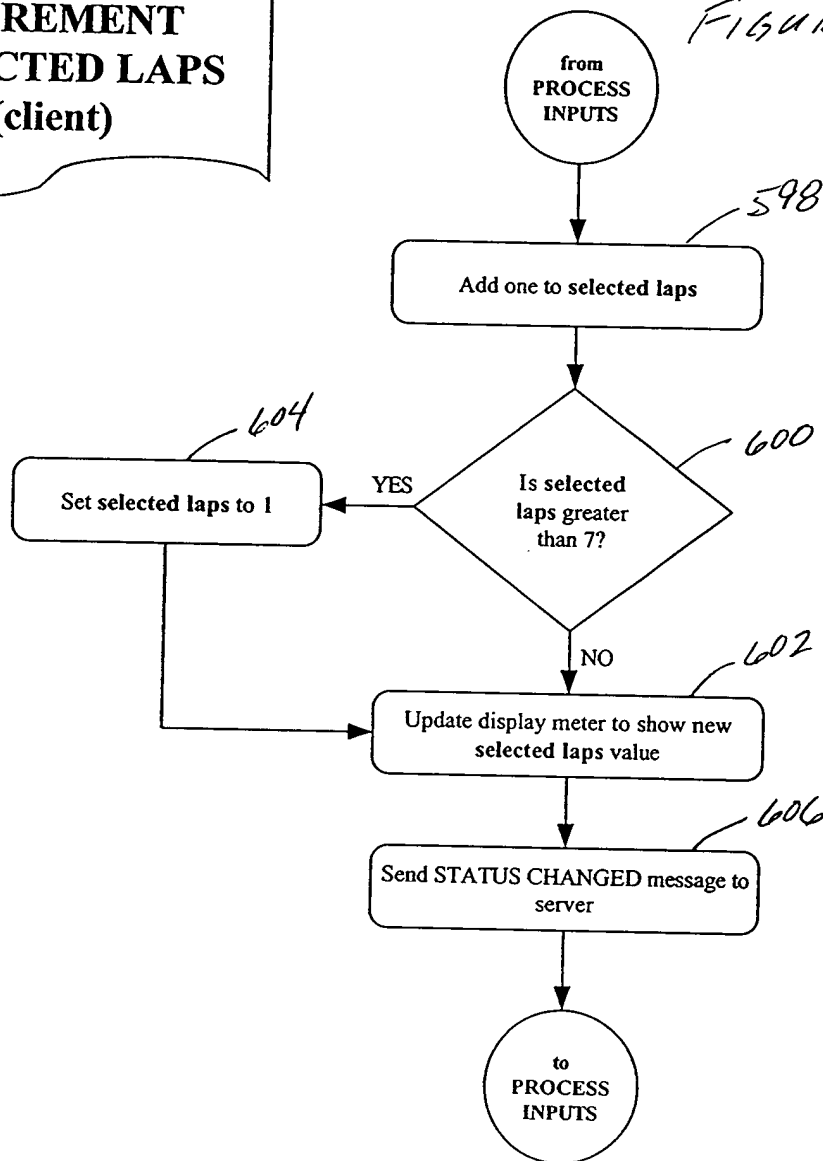
**INCREMENT COINS
PER LAP
(client)**

FIGURE 25G



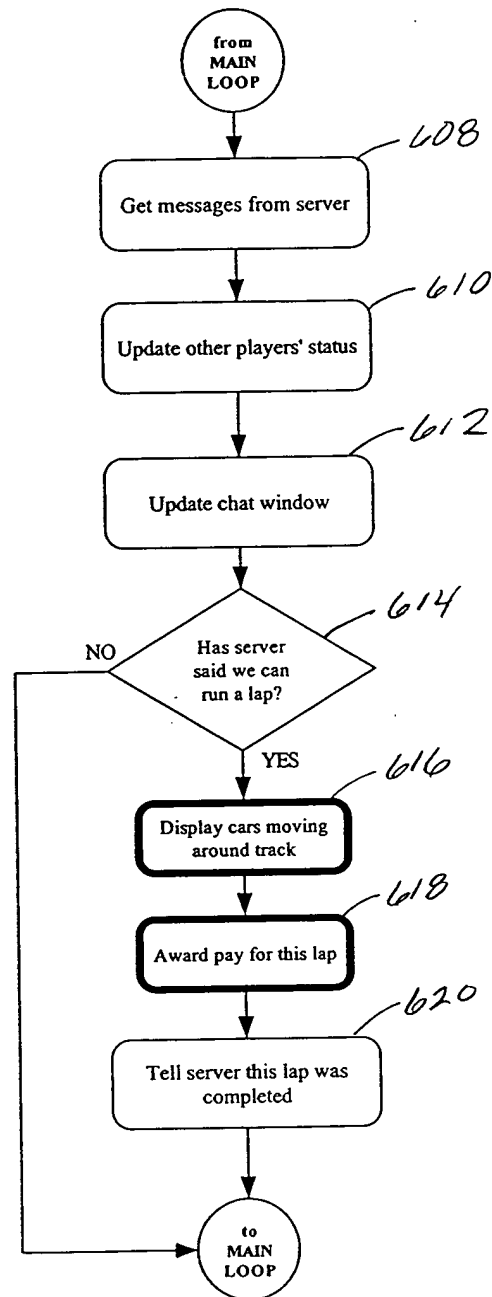
**INCREMENT
SELECTED LAPS
(client)**

FIGURE 28H



TRY TO RUN A LAP
(client)

FIGURE 28I



**DISPLAY CARS
MOVING AROUND
TRACK
(client)**

FIGURE 25J

